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GETTING TO THE BOTTOM OF THE HYPE!
PAGE 34

Official U.S. PlayStation Magazine Issue 74 (November 2003)

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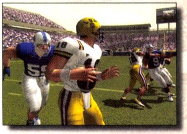
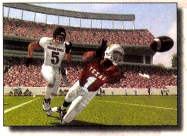
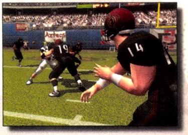
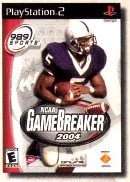
Hurricanes
Your team is next.

NCAA GAMEBREAKER 2004









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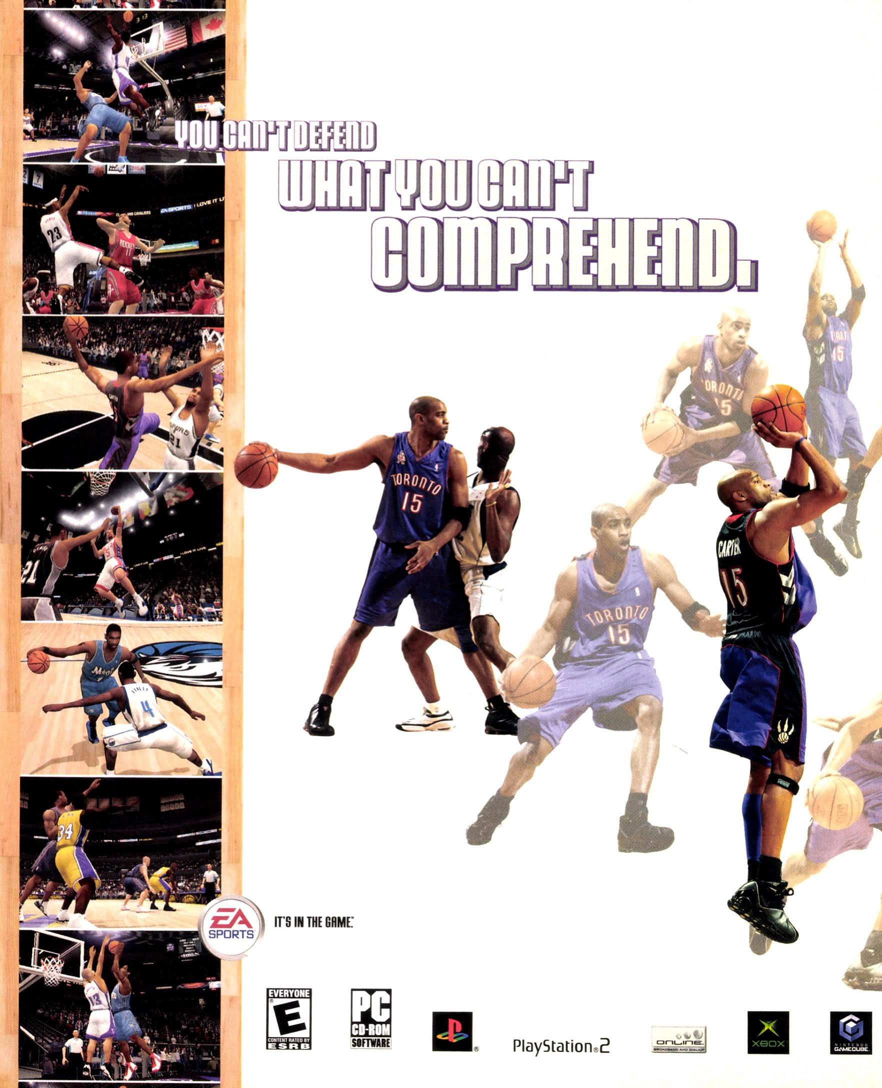
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SEASON MODE, CHECK.

LEGENDS, CHECK.

ELIMINATION CHAMBER, CHECK.

BRA & PANTY MATCH, HELL YEAH.

SMACKDOWN! HERE COMES THE PAIN™

PlayStation®2

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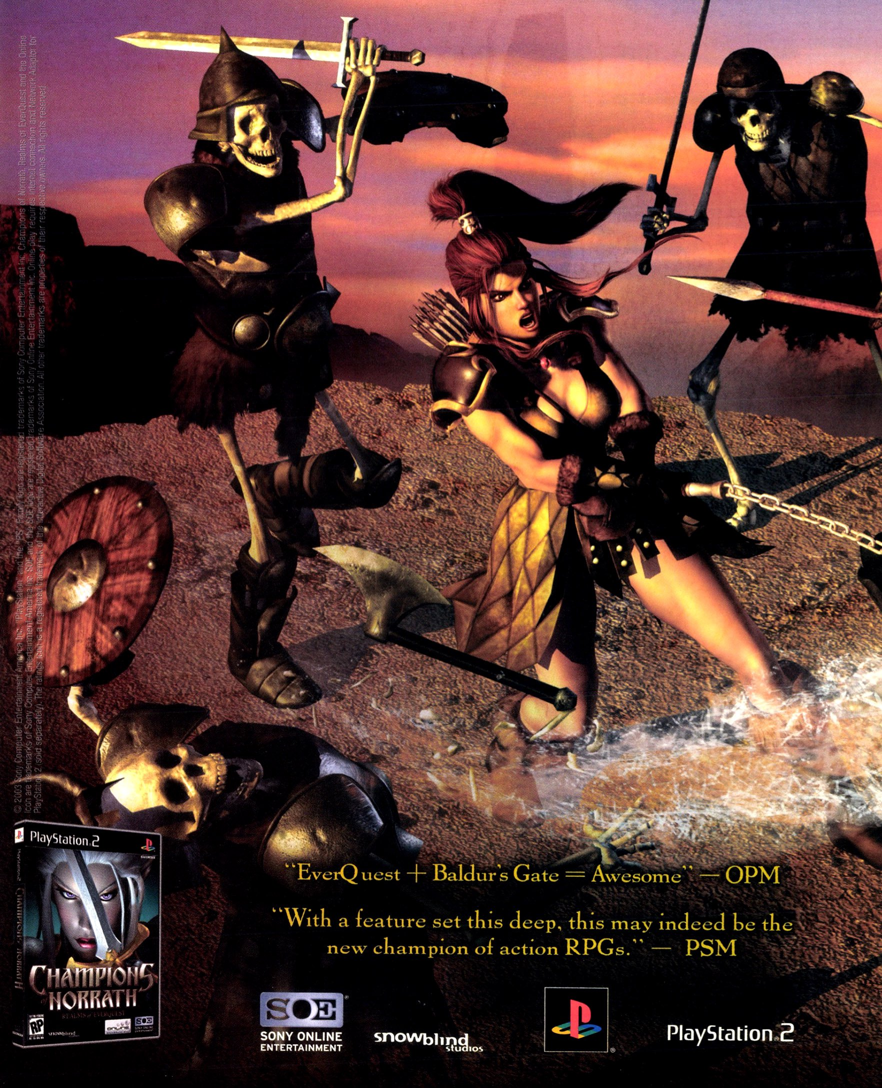

"EverQuest + Baldur's Gate = Awesome" — OPM

"With a feature set this deep, this may indeed be the new champion of action RPGs." — PSM

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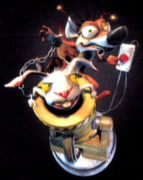
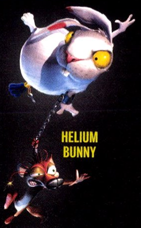
CHOOSE YOUR WEAPON

Flaming Fur Ball or Radioactive Rabbit? Choose your weapon wisely or you and your fellow fugitive will be forever subjected to a life of twisted animal testing. Shackled together, Spanx must use the indestructible Redmond as a weapon of mass destruction and tool for escape from an evil corporation.



BUNNY CANNON



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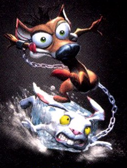

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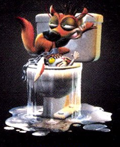
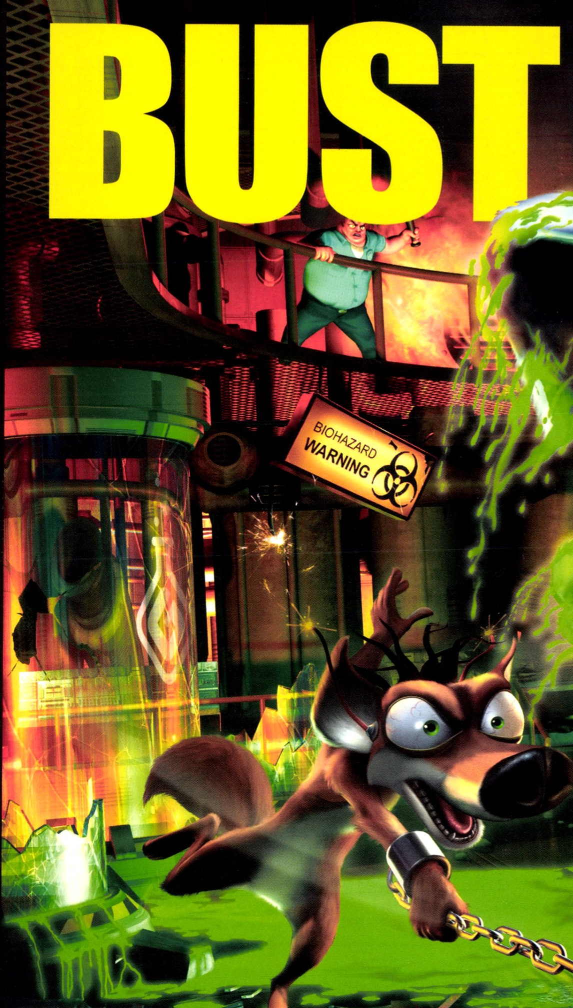


HARE CLOG

- Flaming Fur Ball
- Bunny Grinder
- Radioactive Rabbit
- Bunny Fuse
- Hare-sicle
- Electro Static Rabbit
- Hungry Bunny
- Hare Clog
- Tug-O-Rabbit
- 10 Ton Bunny
- Bunny Cannon
- Helium Bunny
- Hyper Hare
- Stuffed Rabbit
- Chocolate Bunny



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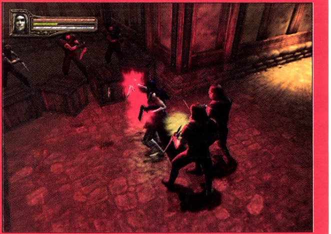
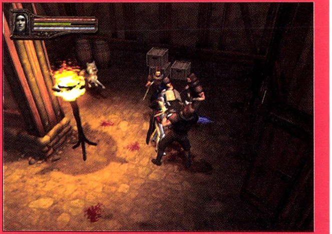
FINAL FANTASY VII-2
Your wish has been granted. It's coming. Look for news on this long-awaited sequel next month.

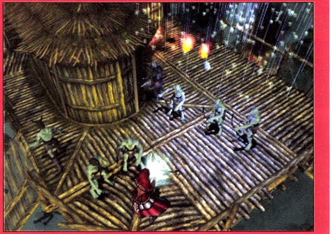




BALDUR'S GATE: DARK ALLIANCE II

If you played the original *Dark Alliance*, seeing that its sequel ranks among our most anticipated games of the fall should come as no surprise. Last time, we got a beautiful, detailed game that combines addictive hack-n-slash gameplay with hardcore RPG elements (different weapons and armor everywhere!), all in the Forgotten Realms universe. Expect the same in *Dark Alliance II*...and more of it!

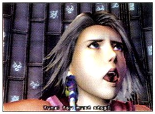
Publisher: Vivendi Universal (Interplay) **Developer:** Black Isle **Release Date:** October

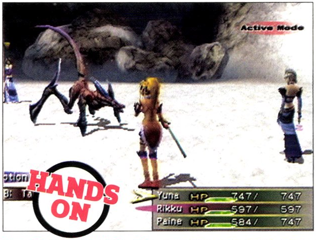


CHAMPIONS OF NORRATH: REALMS OF EVERQUEST

As much as we think *Baldur's Gate: Dark Alliance II* has what it takes to quench our action-RPG thirst, *Champions of Norrath* appears to be even more promising. Both will do the job well, but *Champions* has one added bonus: Snowblind, the team behind the original *Dark Alliance*, is at the helm. Expect similar games—and expect both to be great.

Publisher: Sony Online Ent. **Developer:** Snowblind **Release Date:** November





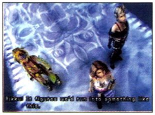
FINAL FANTASY X-2

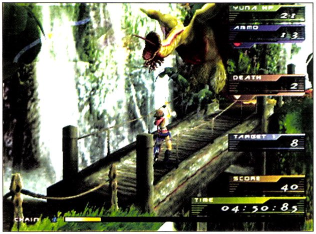
A brand new kind of fantasy

It seems nothing is sacred with *FFX-2*. Not only is this the first-ever true sequel to a traditional *Final Fantasy*, but the story, battle system, and music are unlike anything that's come before. Gone are composer Nobuo Uematsu's majestic melodies and sweeping battle themes, replaced by a jazzy/pop soundtrack that perfectly fits the game's lighthearted mood. Gone are the over-the-top summon spells, replaced by a system of snazzy costume changes that alter your characters' jobs, changing their stats, abilities, and appearances on the fly. Gone is that serious tone that often overwhelmed past *Final Fantasies*, replaced by a sometimes silly but always interesting story focusing on Yuna's quest for self-discovery.

But even with all these big changes, one key trait remains: *FFX-2* is every bit as deep, involving, innovative, and fun as its predecessors.

Publisher: Square Enix U.S.A. **Developer:** Square Enix **Release Date:** December





PlayStation
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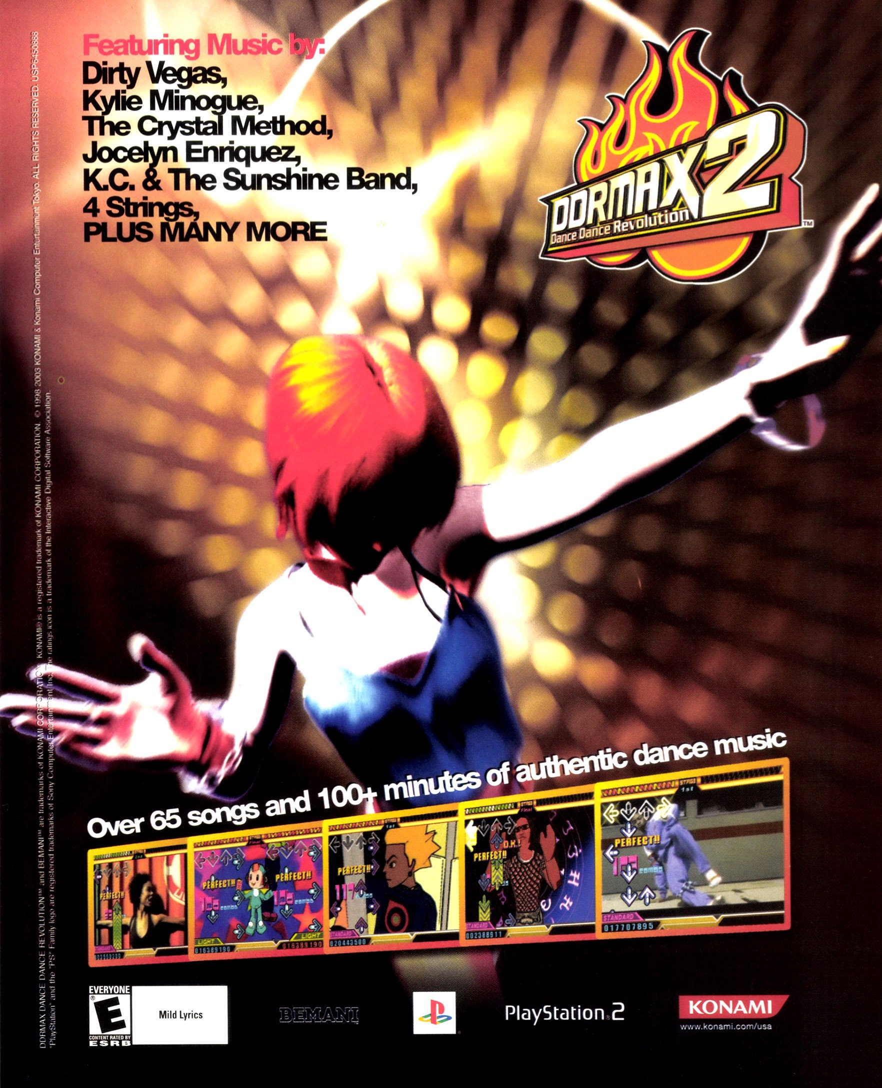
SHAMELESS PLUG

Play FFX-2 first! Plus, Eternal Calm!

Along with a feature and review, next month we'll have a very special disc featuring a playable demo, a behind-the-scenes video, and—best yet—an exclusive translated version of the *FFX-2* prequel movie *Eternal Calm*, which was previously released only in Japan. And you'll only see it on our demo disc!



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MONSTER RANCHER UNDERGROUND
Monster Rancher fans, save this month's disc! You can use it to unlock a very special *OPM* critter in *MR4*!!!

R: RACING EVOLUTION

It's not the next *Ridge Racer*, but it's the next best thing. Like Codemasters' *Pro Race Driver*, *R: Racing Evolution* has an ongoing story that tracks your career as a driver trying to make it big. Finally, those girls who appear in Namco games appear to have some kind of purpose to the gameplay, and not just the loading screen. Namco tells us newbies will dig this game. We tend to believe them.

Publisher: Namco **Developer:** Namco **Release Date:** November

だんじょん
ゴーレム
キタン
アルマジロ

MONSTER RANCHER 4

We were gonna start this preview with the standard, "If you liked *Monster Rancher 3*, then..." line, but after a glance at the appallingly paltry sales numbers for *MR4*'s PS2 prequel, we decided otherwise. Instead, we'll tell you this: *MR4* lets you breed your own beasties using data from any CD or DVD in your collection. Plus, you can now take your critters on all kinds of RPG-like quests. Trust us, it's a lot of fun.

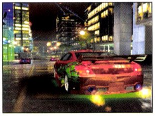
Publisher: Tecmo **Developer:** Tecmo **Release Date:** Late October

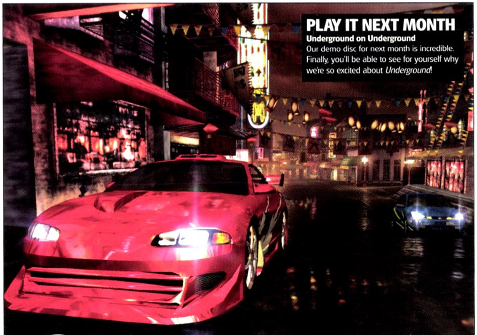
NEED FOR SPEED UNDERGROUND

Best-looking PS2 game ever?

Electronic Arts, per its usual fashion of somehow managing to nail everything exactly right, has done it again with *Need for Speed Underground*. The company has freshened up its long-standing street-racing series with Japanese, European, and domestic hatchbacks and compacts, signed deals with every after-market mod company you could possibly imagine, and thrown it all into a game that may well be the most impressive-looking PS2 release so far. We're not kidding. The screenshots here really don't do it justice. With all of the races set at night, there's lots of potential for even more gorgeous lighting effects and reflective surfaces. Imagine the nighttime road race in *Gran Turismo 3* dialed up to 11. This rocks.

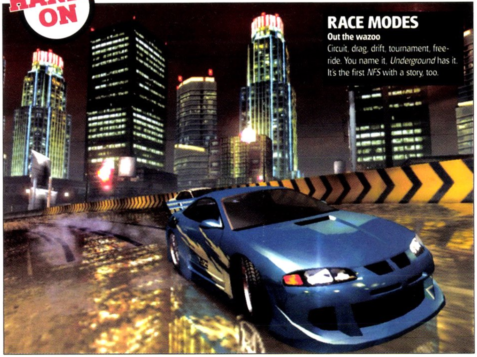
Publisher: EA Games **Developer:** EA Black Box **Release Date:** November





PLAY IT NEXT MONTH
Underground on Underground
Our demo disc for next month is incredible. Finally, you'll be able to see for yourself why we're so excited about *Underground*!

HANDS ON



RACE MODES
Out the wazoo
Circuit, drag, drift, tournament, free-ride. You name it, *Underground* has it. It's the first *NFS* with a story, too.

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Online game play available for the PlayStation®2 computer entertainment system only. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

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Pearl Harbor, Oahu, Hawaii

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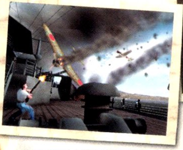
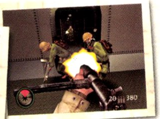
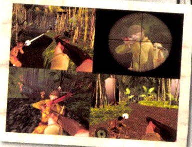
Sunday December 7, 1941 – This is your wake-up call. Fight for your life from the bowels of the California to the machine gun mount on a PT boat as Battleship Row burns around you. But your fight has just begun. If you survive, your island-hopping string of nightmares will continue across the Pacific, from Guadalcanal to the River Kwai to the Philippines. Welcome to paradise, soldier.



Join your fellow Marines in defense of our Naval fleet at Pearl Harbor.



Sneak aboard a supercarrier and teach the enemy a lesson face-to-face.



You'll need help in Burma. Go online and enlist some reinforcements.*

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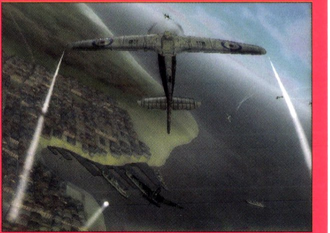
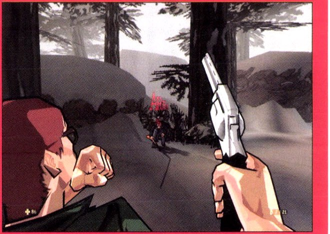
GOOD MOVIES WE'LL NEVER SEE
Thirteen is the touching coming-of-age story of a 13-year-old girl in Los Angeles. We'd rather play *XIII.*

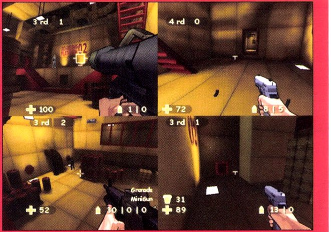


SECRET WEAPONS OVER NORMANDY

Take one look at *Secret Weapons* and you'll know it's historically accurate—but pick up the controller and you'll see it's not bogged down with extraneous details. It's a streamlined flight-combat experience, more of a 3D shooter than anything else. Plus, it's developed by the folks who brought the indisputably kick-ass *X-Wing/TIE Fighter* series to the PC. How could we *not* be excited about this game?

Publisher: LucasArts **Developer:** Totally Games **Release Date:** November





XIII

Generic spy/space/crime/whatever shooters always fill us with hearty loads of "blah," so we're looking forward to *XIII* being fall's most stylish shooter (designed by Frenchies, no less). And there's no generic Marine or Special Forces fluff story here—*XIII* is pure, crazy conspiracy theory wrapped in cel-shaded comic-book flavor (not to mention hearty helpings of both *X-Files* and onomatopoeia).

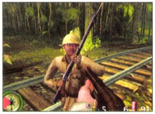
Publisher: Ubi Soft **Developer:** Ubi Soft Montreal **Release Date:** November

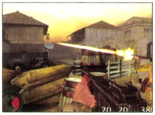
MEDAL OF HONOR RISING SUN

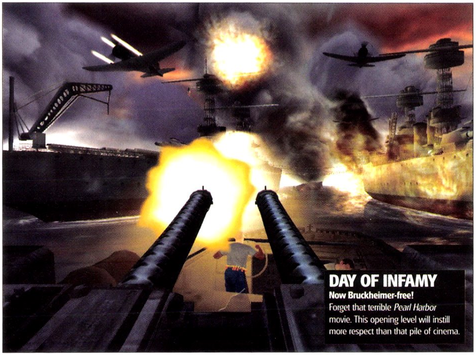
The sun also rises

Medal of Honor continues to blur the line between fine cinema and great gaming. *Rising Sun* adds secret objectives, so things like killing a certain contingent of enemy soldiers opens up an extra area within a level. The levels themselves are shaping up with cool scenarios like the destruction of the bridge on the River Kwai (with the help of giant boulders you heave down upon the enemy!). And can you really beat the elephant-mounted machine gun as a weapon? EA also recently announced full online multiplayer with PS2-exclusive voice chat. Not only can you go through the single-player game with a buddy, you can also deathmatch, team deathmatch, or capture flags online. And did we mention you can use a gun mounted on an elephant?

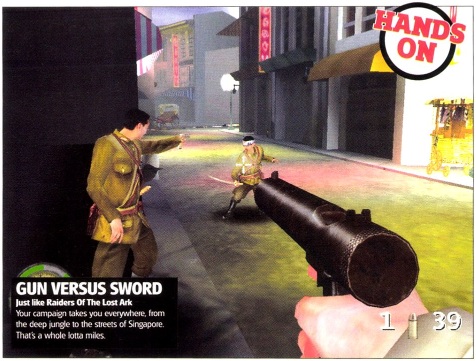
Publisher: EA Games **Developer:** EA L.A. **Release Date:** November







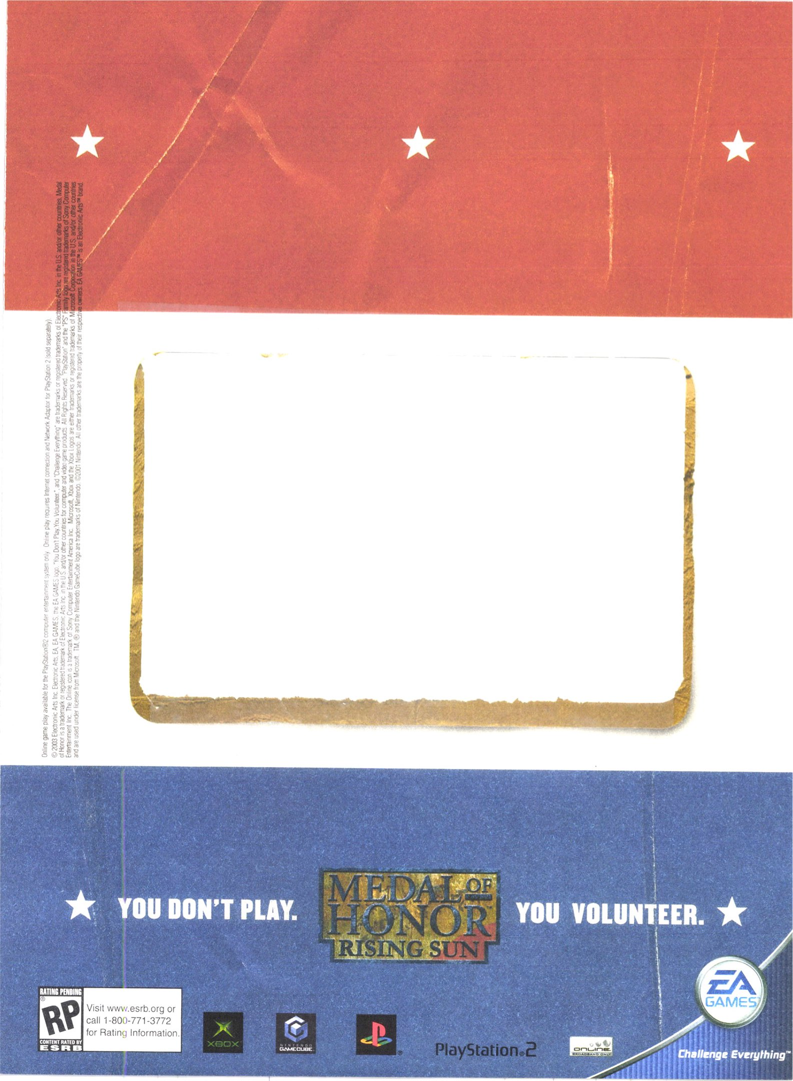
DAY OF INFAMY
Now Bruckheimer-free!
Forget that terrible *Pearl Harbor* movie. This opening level will instill more respect than that pile of cinema.



GUN VERSUS SWORD
Just like Raiders Of The Lost Ark
Your campaign takes you everywhere, from the deep jungle to the streets of Singapore. That's a whole lotta miles.

REMEMBER

★ PEARL HARBOR ★


★ YOU DON'T PLAY. MEDAL OF HONOR RISING SUN YOU VOLUNTEER. ★
EA GAMES
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RATING PENDING
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CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Online game play available for the PlayStation®2 computer entertainment system only. Online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

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IT UP!

Dip Redmond in toxic waste to poison enemies, electro-charge him to zap attackers and more!

Demolish everything in the lab from security cameras to test equipment.

Knock out the evil lab staff with loads of attack combos.

"Side-splitting and hysterical, Whiplash is a blast to play!" — PSE2

PlayStation 2

XBOX

Whiplash™

OCTOBER 2003

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13.2% Los Angeles' violent crime rate in 2002. As opposed to the plain ol' crime rate, which is 28.5%.

DID YOU KNOW?
In L.A., it is illegal to wash your neighbor's car without permission. True crime, indeed.

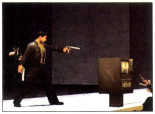
TRUE CRIME
STREETS OF L.A.

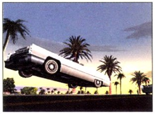
HANDS ON

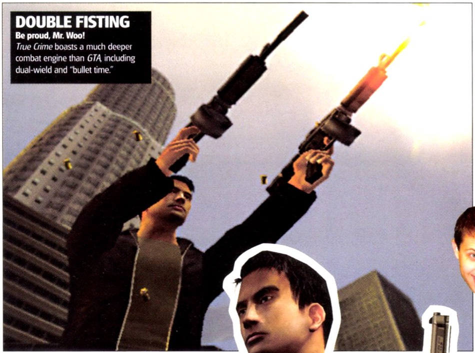
Surprise!

We'll admit it: We're surprised. *True Crime* looks like it stands a fairly good chance of rising above its *Grand Theft Auto* influences with some interesting hand-to-hand combat and shooting segments. We're stunned by the level of detail we've seen in most of the interior areas, especially in the destructible scenery. Plaster flies during gunfights, tables smash during fistfights, and generally top-tier design and detail exists throughout all the interior spaces. What we've seen of the outdoor environments definitely appear more generic than the indoor areas; some neighborhoods of L.A. are, at best, distant cousins of their real-world counterparts. Even so, if there are enough of the varied, detailed indoor segments, *True Crime* could turn into a surprise hit.

Publisher: Activision **Developer:** Luxoflux **Release Date:** November

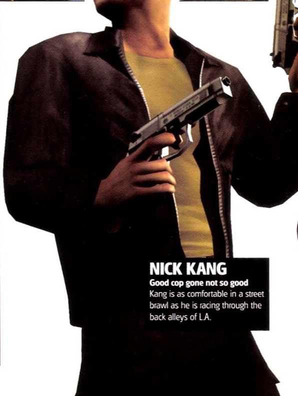






DOUBLE FISTING
Be proud, Mr. Woo!
True Crime boasts a much deeper combat engine than *GTA*, including dual-wield and "bullet time."

ALTERNATE REALITY
Two roads diverged in a wood
The setup of last month's demo wasn't just for fun. The game features a fairly interesting mission setup: If you fail a mission, you aren't forced to replay it. Instead, you're taken down a different story branch than the one you'd get if you'd won the mission.



NICK KANG
Good cop gone not so good
Kang is as comfortable in a street brawl as he is racing through the back alleys of L.A.

TRUE CRIME TIME

JOHN: I'll admit, early on, I thought *True Crime* was just the first in the inevitable wave of *GTA* ripoffs. I know a lot of people thought that, and it wasn't helped by the fact that early versions we saw seemed overly ambitious and choppy. The demo on our DVD last month proved how good the final game is looking, though. This could be a huge holiday hit. Am I being too enthusiastic?

SCOOTER: You're not the only one who thinks that, boss-man! I too dismissed it as some sort of hip-hop-laden *GTA* clone taking place in Hell-A, but after some demo time, I turned around on it. It felt really solid.

JOE: The interior sections of the demo were pretty good. I was surprised by how much I liked the hand-to-hand combat...though it's so simplistic that I could see it getting old if they overdo it. The shooting bit was great, too, except that it was too short and too hard.

CHRIS: Game objectives aside, I had a good time just driving through town. I know it's not as accurate to L.A. as, say, *The Getaway* is to London, but it's neat driving down Figueroa and seeing the Staples Center. E3!

SCOOTER: I'm most interested in the idea that if you "fail" a mission, the game simply takes you down a different branch of the story line. That subtracts stupid, mindless reloading and repetition *and* adds replay. I hope they can keep up that flexibility throughout the game.

CHRIS: As long as everything makes sense and the story has enough substance, it could be downright revolutionary. Like the ultimate *Choose Your Own Adventure* story. Anyone ever read *You Are a Shark*? That was a good one!

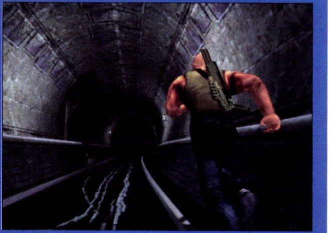
SNOOP: Fo' shizzle, my nizzle!

EVERYONE: SNOOP DOGG?!

SNOOP: In the heezy. With an original song for the giz-ame.

LIONEL: Swiz-eet!

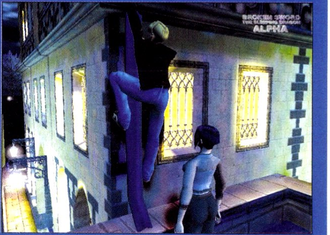
JUST LIKE THE MOVIES
Expect an original song by Mya, called "Everything or Nothing," produced especially for the new Bond game.

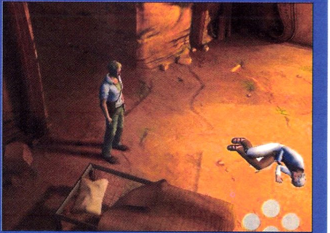


MANHUNT

Normally, stealth-based *Metal Gear* clones make us want to sneak away with our wallets intact, but *Manhunt's* twisted take on the genre merits curiosity—even if the snuff-film subject matter disgusts you. Besides, we're also curious as to how Rockstar has applied its twisted imagination to the use of plastic bags, crowbars, baseball bats, and glass as deadly weapons.

Publisher: Rockstar Games **Developer:** Rockstar North **Release Date:** November





BROKEN SWORD: THE SLEEPING DRAGON

This third *Broken Sword* combines the past graphic adventures' plot and puzzle-solving with modern 3D graphics and a great accessible interface. Even the jumping puzzles emphasize brains over reflexes. Switch between adventurous American George Stobbart and saucy French journalist Nico Collard in a grand adventure that'll most likely make Lara Croft a little envious.

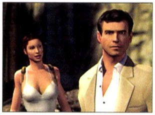
Publisher: The Adventure Company **Developer:** Revolution **Release Date:** November

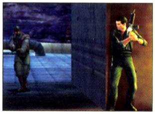
JAMES BOND 007
EVERYTHING OR NOTHING

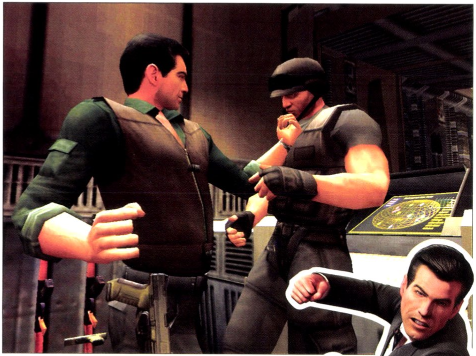
Bond meets Metal Gear...kinda

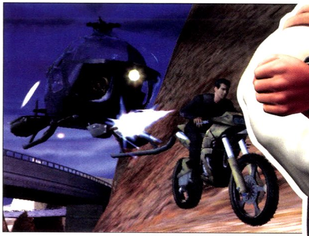
You probably know by now that the new Bond game is different from those before it. It's a third-person action game rather than an elaborate first-person shooter, and there's an awful lot of Hollywood talent involved—it's practically a movie production in and of itself. This time, Pierce Brosnan lends his appearance and his voice to Bond, and he's joined by John Cleese as Q, Judi Dench as M, Willem Dafoe as the bad guy, and Bond girls Heidi Klum and Shannon Elizabeth as the sassy young things who wear bikinis when appropriate. Will the game be a match for the star power, though? We think so. Expect hand-to-hand fighting, driving, dynamic environments (hit people with chairs and stuff), and tons of cool gadgets.

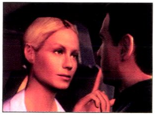
Publisher: EA Games **Developer:** EA Games **Release Date:** November (surprise!)

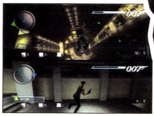












Adventure is in the Eye of the Beholder.

Seeing it is believing it as your favorite virtual monster series is back and better than ever! MR4 boasts a brand new adventure element that will take you and your monsters to distant lands and beautiful environments to battle big bosses and unlock hidden monsters. This is no longer just a training ground, this is the adventure you and your monsters have been waiting for!

Monster Rancher® 4

Monster Rancher Like You Have Never Seen It Before!

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CONTENT RATED BY ESRB

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PlayStation 2

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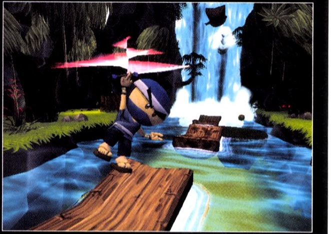
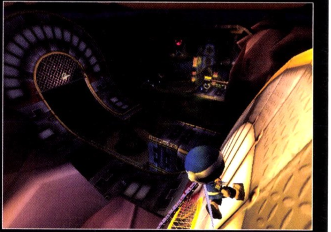
Clank: mere onomatopoeia no more.

SEGA
32X
RATCHET AND

THE ORIGINAL RATCHET
Sega never released *Ratchet and Bolt* for its failed 32X system—probably 'cause it sucked.

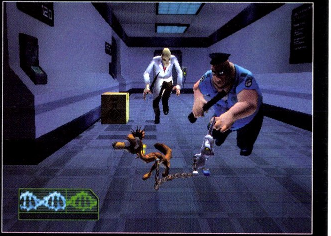




I-NINJA

Wanna be the coolest kid on your block? Then do like us and get behind *I-Ninja*, the niftiest new platformer this season. Sure, *Ratchet* and *Jak* are both higher profile (and, in the end, might both be better games), but if you're looking for classic platforming action featuring a too-cute ninja hero, then *I-Ninja* is a must-play holiday hit. The goofy humor alone makes this one worth the price of admission.

Publisher: Namco **Developer:** Argonaut **Release Date:** November



WHIPLASH

We're willing to bet you've never played a game as a crazy-lookin' weasel who uses the poor rabbit he's chained to as a whip-like weapon in the duo's valiant attempt at freedom from a makeup-testing facility. The odd premise is only partly what attracts us to *Whiplash*—a lot of "that's just wrong"-type humor results as Spanx (the weasel) flat-out abuses Redmond to get through each level.

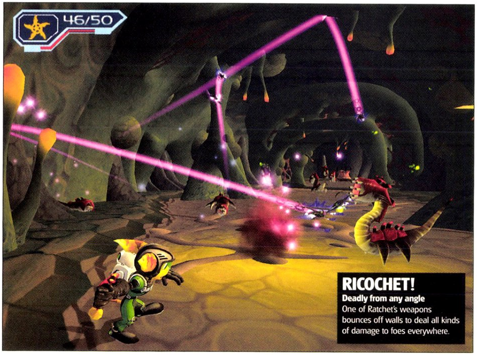
Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** November

RATCHET & CLANK
GOING COMMANDO

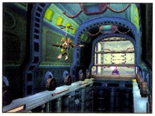
Are you experienced?

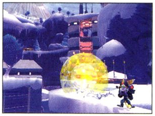
If you thought Ratchet's awesome arsenal of weaponry in his first outing was a nice innovation for the platform genre, then wait till you get a load of what's new in *Going Commando*. We've been hammering home *Commando*'s RPG-like character growth for months now, but it bears repeating: Ratchet will actually gain experience for every enemy he kills, becoming stronger in the process. Meanwhile, his weapons also gain experience, eventually developing into new, enhanced forms, some of which are supercool. It seems so simple, but *Commando* is the first platformer to really pull this off, giving you loads of incentive to blast your way through what's already a very fun game. Of course, more Giant Clank is also a very good thing....

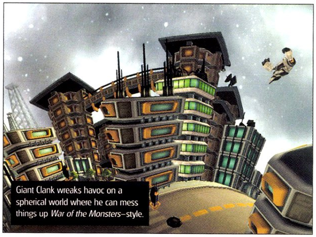
Publisher: Sony CEA **Developer:** Insomniac **Release Date:** November



RICOCHET!
Deadly from any angle
One of Ratchet's weapons bounces off walls to deal all kinds of damage to foes everywhere.







Giant Clank wreaks havoc on a spherical world where he can mess things up *War of the Monsters*–style.

advertisement

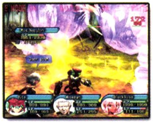
COMING SOON BAN DAI

侵食汚染 DOT .hack Part 3 OUTBREAK™

In the 3rd chapter of the .hack saga, "The World" continues to deteriorate as the virus spreads out of control, and crosses the increasingly transient line separating "The World" and reality. As Kite, you must battle your way through "The World" before it implodes upon itself. In part 3 of the .hack series, you are faced with the distinct possibility that this virus might be unstoppable, leaving .hack part 4 to be something developed by Mr. Nawton or Sam Antic. And still no internet fees involved!

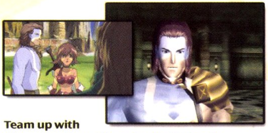
publisher **Bandai**//developer **Cyber Connect 2**
genre **Simulated MMORPG**//release date **Fall 2003**

You'll fight your way through contaminated servers and eliminate enemies, all in an attempt to uncover the cause of this debilitating virus that is slowly taking over the network. And don't forget about your friend Orca who's still in the coma!



I love part 3. I must admit I am addicted to the completely original gaming experience that .hack offers. I enjoyed part 1, and became addicted with part 2. The battles and story intensified, and the cast grew to include a motley crew of online/offline players. Moreover, the sensation of playing an online game intensified: emails and news items drew me further and further into "The World," and part 2 also has a cool mini-game — Grunty Racing.

A great story and addictive gameplay.



Team up with characters from the animated TV series.

In part 3, every individual element of this story steps up another notch. This series keeps getting better and better. I'm completely hooked! .hack part 3 is a must buy. And I can only add that .hack 4 had better come soon.

-Orca, Web News, Altimit.

Abrasive False Tragedy

侵食汚染
DOT .hack Part 3
OUTBREAK™

www.dothack.com

TEEN T CONTENT RATED BY ESRB

Mature Sexual Themes
Mild Language
Violence

.hack//SIGN

As seen on CARTOON NETWORK

PlayStation®2

BAN DAI

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(s03)

Nietzsche: a name with five consonants in a row.

2,420 Number of web pages returned upon entering *BG&E* mastermind Michel Ancel's name into Google.

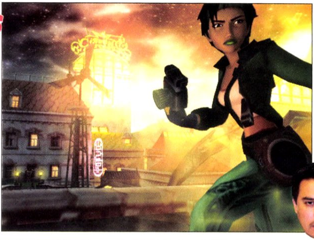
BEYOND GOOD & EVIL

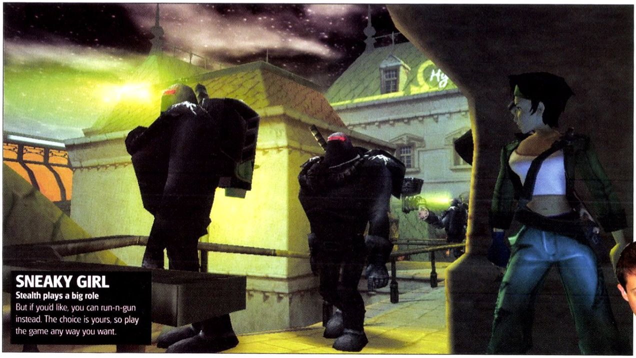
HANDS ON

Believe the hype

Seamless. No, we're not talking about the latest in panty technology. Rather, *seamless* is the perfect word to describe this cinematic masterpiece from Michel Ancel, the Frenchman behind the *Rayman* franchise. Freed from the constraints of the platform genre, Ancel has built a living, breathing world that you (as action reporter Jade) explore with your pig (literally) of a pal, Pey'j. So, what exactly does that mean? Despite the wacky environments and whimsical critters, everything feels so real that you're sure to get lost in the experience. Better yet, all the gameplay elements—from the sneak-em-up parts to the shoot-em-up bits, from the vehicular combat to the picture-snapping—fit together effortlessly.

Publisher: Ubi Soft **Developer:** Ubi Soft **Release Date:** November

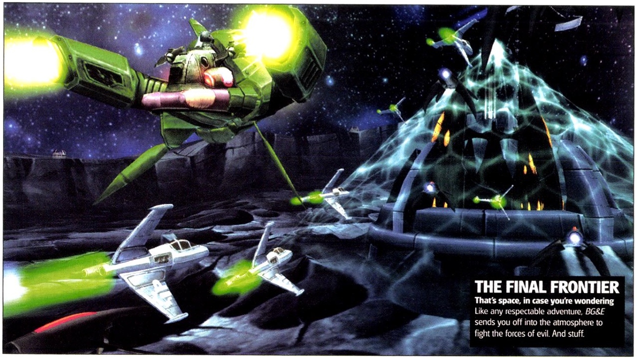




SNEAKY GIRL

Stealth plays a big role

But if you'd like, you can run-n-gun instead. The choice is yours, so play the game any way you want.



THE FINAL FRONTIER

That's space, in case you're wondering

Like any respectable adventure, *BG&E* sends you off into the atmosphere to fight the forces of evil. And stuff.

BEYOND GOOD?

JOHN: *Beyond Good & Evil* may be the most daring and beautiful game released this year. It's a masterpiece, and I'm fairly positive that it will receive universally glowing reviews.

GARY: We've been pushing it for months now, hoping that everyone catches on. And with every playable preview, I'm more convinced that *BG&E* is destined for greatness.

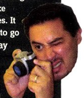
JOHN: It reminds me a little of the last time we were faced with a game that could be considered "art"...*Ico*. No one bought *Ico*, and my worry is that no one will buy this, either, because it's maybe too clever for its own good.

JOE: I dunno, what is it that has you guys so psyched about *BG&E*? It looks neat, sure, and the graphics look good. But isn't it basically a platform game with shiny water?

CHRIS: I think that's a common misconception–that the *Rayman* guy created it, so it must be a platformer. From what I've seen, it seems more like an action-adventure game. Lots of more-traditional combat as opposed to hoppin' and boppin', with some cool puzzles as well. Gary, you've played more than any of us....

GARY: Oh, it's totally *not* a platformer. You can't even double-jump! It's a pure adventure, in the best sense of the word.

JOHN: It has an interesting take on the object-gathering mechanic. It's not like *Jak* or *Ratchet*, where you're running around picking up random stuff. The idea of snapping and collecting photographs to "prove" the conspiracy behind the story definitely makes things more compelling than collecting a million glowing things.



GARY: The photo aspect adds yet another layer of depth to the gameplay, since you also make money with your pictures. It gives you a legit excuse to go on side-missions or to pay extra attention for any possible photo op.

SCOOTER: My irrational fear of all things French has me a bit hesitant about this game. I mean, I've been eating "freedom fries" long before they were fashionable.

from conception to reality

“GBA eat your heart out.”
Official XBOX Magazine July, 2003

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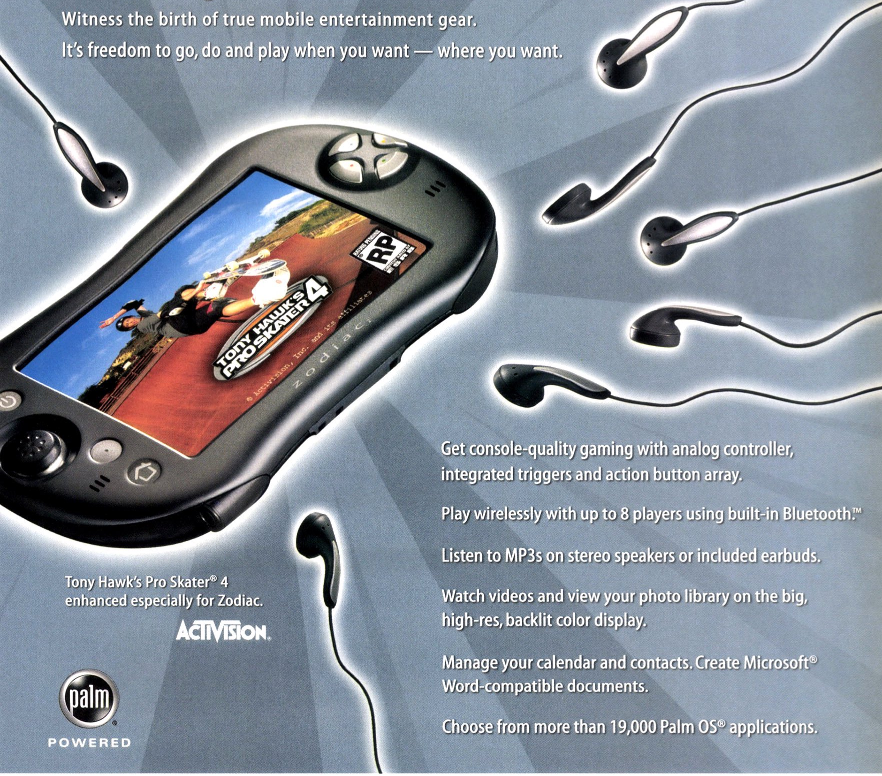

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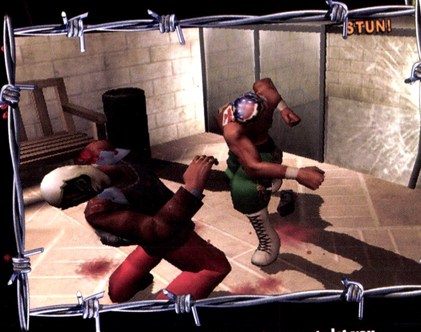

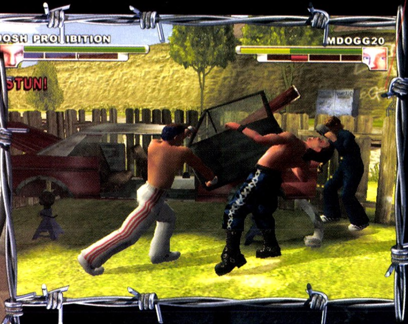
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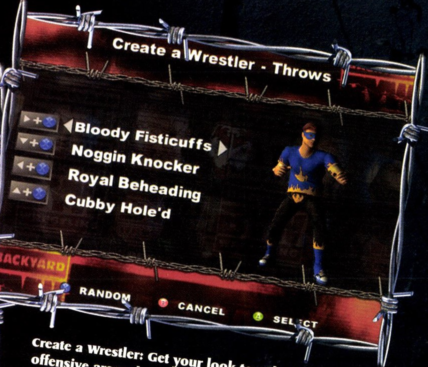
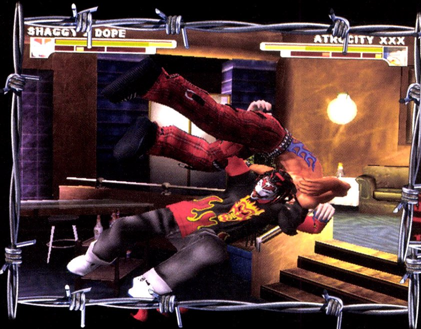

Create a Wrestler - Throws
Bloody Fisticuffs
Noggin Knocker
Royal Beheading
Cubby Hole'd
BACKYARD
RANDOM
CANCEL
SELECT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Blood
Intense Violence
Mature Sexual Themes
Strong Language

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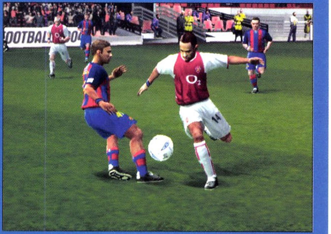
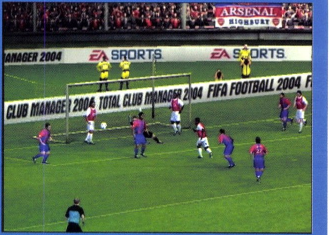
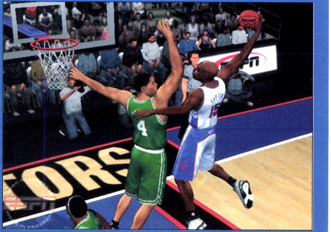




FIFA SOCCER 2004

Since *Winning Eleven 6* came out, EA's *FIFA* series has found itself in a rather unfamiliar position—it's not the best soccer game out there anymore. It's still a darn fine one, though, and you can bet that EA's new Konamic competition means its boys in Vancouver have stepped up the *2004* edition a notch. Notable features include the ability to control players without the ball, as well as some amazing atmosphere.

Publisher: EA Sports **Developer:** EA Canada **Release Date:** October



ESPN NBA BASKETBALL

For the past few years, great videogame basketball has been synonymous with Sega. Purists may not care for the name change ("it should be *NBA 2K4!*" several fervent fans with nothing better to do have complained to us), but the *ESPN* in the title certainly deserves to be there—for the first time, a company is using its total-sports-network license for a *good* basketball game. Actually, a great one.

Publisher: Sega **Developer:** Visual Concepts **Release Date:** October

FATAL FRAME II
CRIMSON BUTTERFLY

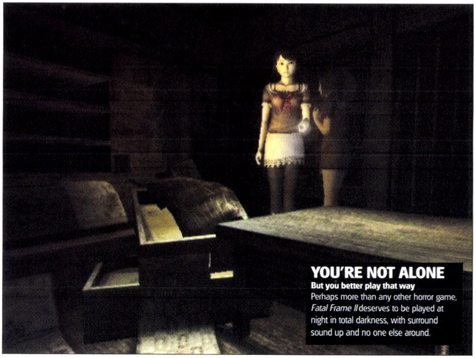
HANDS ON

Horror for the lepidopterist

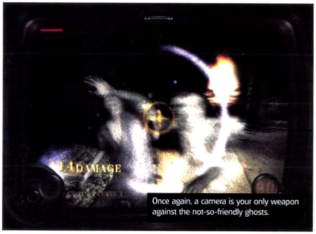
So, what's so scary about a butterfly? Nothing, really. But just following one can lead to the fright of your life. Just ask Mio and Mayu, twins whose pursuit of a dark-red former caterpillar finds the sisterly duo lost in a mysterious ghost town. And we do mean a *ghost* town. Soon after the two arrive in the village, apparitions appear everywhere—and they're almost as scary as the haunting visions the twins see. (Is that sister-on-sister violence?) And that's only the beginning of the horror to come.

We've played quite a bit of *Fatal Frame II*, and it's already fair to say that the sincere spookiness of the original holds up for the sequel. The addition of a companion actually makes things *scarier*. As Mio, you never know when to trust your sis, as evil forces slowly begin to possess her.

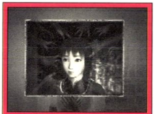
Publisher: Tecmo **Developer:** Tecmo **Release Date:** November



YOU'RE NOT ALONE
But you better play that way
Perhaps more than any other horror game, *Fatal Frame II* deserves to be played at night in total darkness, with surround sound up and no one else around.



Once again, a camera is your only weapon against the not-so-friendly ghosts.



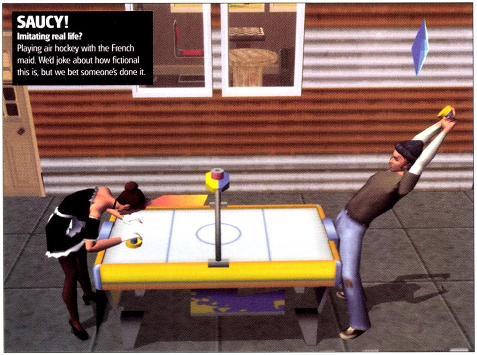
FORESHADOWING
See if this doesn't creep you out
If you, as Mio, use your newfound ghostbusting camera to take a picture of Mayu early in *Fatal Frame II*, you soon learn that evil forces are already after your sister. The question is: Will they take over? And if so, how long will it take? See for yourself.

GAMES WE'LL NEVER SEE

Molly Sims' Bustin' Out: One supermodel's daring quest to find the most complimentary bikini top.

REMEMBER WHEN...?

GameTek released the very niche *Jeopardy! Sports Edition* in '93 and '94...on six platforms!



SAUCY!

Imitating real life?

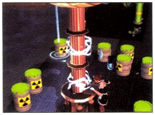
Playing air hockey with the French maid. We'd joke about how fictional this is, but we bet someone's done it.

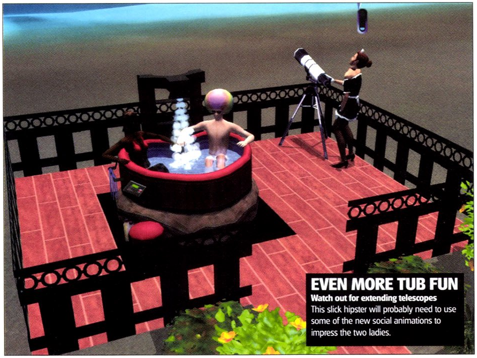
THE SIMS BUSTIN' OUT

Bustin' with new moves and places

The Sims are finally leaving the neighborhood. Expect requisite additions like cool new careers and objects (especially the Gangster profession and the Laser Light Show object), but it's the new areas that the Sims are bustin' out over. While PC gamers already have places like Downtown, PS2 gamers can now drive (or even scoot) on over to console-exclusive locations like hipster-filled Club Rubb, the Love Shack, the Art Gallery, the Shiny Things Lab (for those nerdtacular Sims), and even the Gymnausium. Other additions include characters with names like Bling Bling and Golde Toane, new social animations (you can moonwalk now!), and revamped graphics and sound. They all make *Bustin' Out* the hippest dollhouse simulator out there.

Publisher: EA Games **Developer:** Maxis **Release Date:** December





EVEN MORE TUB FUN

Watch out for extending telescopes

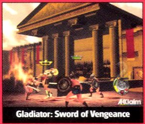
This slick hipster will probably need to use some of the new social animations to impress the two ladies.

COMING SOON

The latest on what's coming out and when. (Just remember that no release date is ever final!)

OCTOBER

Backyard Baseball	Atari	Baseball for the li'l ones
Backyard Wrestling	Eidos	Definitely NOT for li'l ones
Baldur's Gate: Dark Alliance II	VUG	Sequel to classic action-RPG
Bionicle: The Game	EA/Lego	Defend Mata Nui, brave Tao!
Castlevania: Lament of Innocence	Konami	Whip it good
Conflict: Desert Storm II	Gotham	Return to 1991
Deer Hunter	Atari	Prepare some virtual venison
ESPN NBA Basketball	Sega	*NBA 2K4* no more
Eye Toy	Sony	Move that body!
Fallout: Brotherhood of Steel	VUG	*Dark Alliance* with guns
FIFA Soccer 2004	EA Sports	*Winning Eleven* killer?
Gladiator: Sword of Vengeance	Acclaim	Roman-themed hack-n-slash
Gladius	LucasArts	Gladiatorial RPG
Harry Potter: Quidditch WC	EA Games	At last...a Quidditch sim
The Haunted Mansion	TDK	Play the ride
Hot Wheels: Highway 35	THQ	Small cars go fast
Hunting Unlimited	Hip Int.	Unlimited hunting
Jak II	Sony CEA	Get lost in a new Jak city
Jeopardy!	Atari	What is a home version, Alex?
kill.switch	Namco	Fire blindly from behind tires
Lowrider	Jaleco	All my friends get a little higher
Mega Man X7	Capcom	Enter: Axl
Monster Rancher 4	Tecmo	More Mocci
MTV's Celebrity Deathmatch	Gotham	Beat the crap outta Carrot Top!
NBA Live 2004	EA Sports	Better than ever...supposedly
NFL Blitz Pro	Midway	Not better than ever
RoadKill	Midway	*Twisted Metal* meets *GTA*
RPG Maker 2	Atlus	Make your own game
SpongeBob SquarePants	THQ	Are ya ready, kids?
SSX 3	EA Big	It's one big mountain now
SWAT: Global Strike Team	VUG	Team up, kick butt
Tak and the Power of Juju	THQ	Can you handle the Juju?
Teenage Mutant Ninja Turtles	Konami	Old gameplay, new look
Time Crisis 3	Namco	Bang! Bang! Bang! Bang!
Tony Hawk's Underground	Activision	Starring *You*!
Warhammer 40K: Fire Warrior	THQ	Futuristic FPS
Wheel of Fortune	Atari	Solve puzzles, buy vowels
Whiplash	Eidos	Platformer hilarity
World Championship Pool	Jaleco	Billiards
WWE SmackDown! HCTP	THQ	Goldberg's PS2 debut
XIII	Ubi Soft	Cel-shaded FPS



Gladiator: Sword of Vengeance

Dynasty Warriors 4: Xtreme Legends

NOVEMBER

Barbie: Treasures in Time	VUG	It's a doll game...yay
Bloody Roar 4	Konami	Shapeshifting fighting game
Bratz: Formal Funk	Ubi Soft	Funk in a prom dress
Crash Nitro Kart	VUG	As good as *Crash Team Racing*?
Dr. Seuss' The Cat in the Hat	VUG	*Klonoa* wannabe
Dynasty Warriors 4: XL	Koei	Expansion pack to *DW4*
Freestyle Street Soccer	Acclaim	*NBA Street* with a soccer ball
Frogger's Adventures: The Rescue	Konami	It's not easy being green
Goblin Commander	Jaleco	Strategic goblin commanding
Karaoke Revolution	Konami	The first karaoke game
Kya: Dark Lineage	Atari	Platforming with girl power
LOTR: The Return of the King	EA Games	Now more than hack-n-slash
Lupin the Third: Sorcerer King	Bandai	Classic anime, solid-looking game
NCAA Final Four 2004	Sony CEA	Can you make the Big Dance?
Prince of Persia: Sands of Time	Ubi Soft	Classic action-adventure reborn
Rogue Ops	Kemco	*Splinter Cell* with breasts
SOCOM II: U.S. Navy SEALs	Sony CEA	Online military action returns

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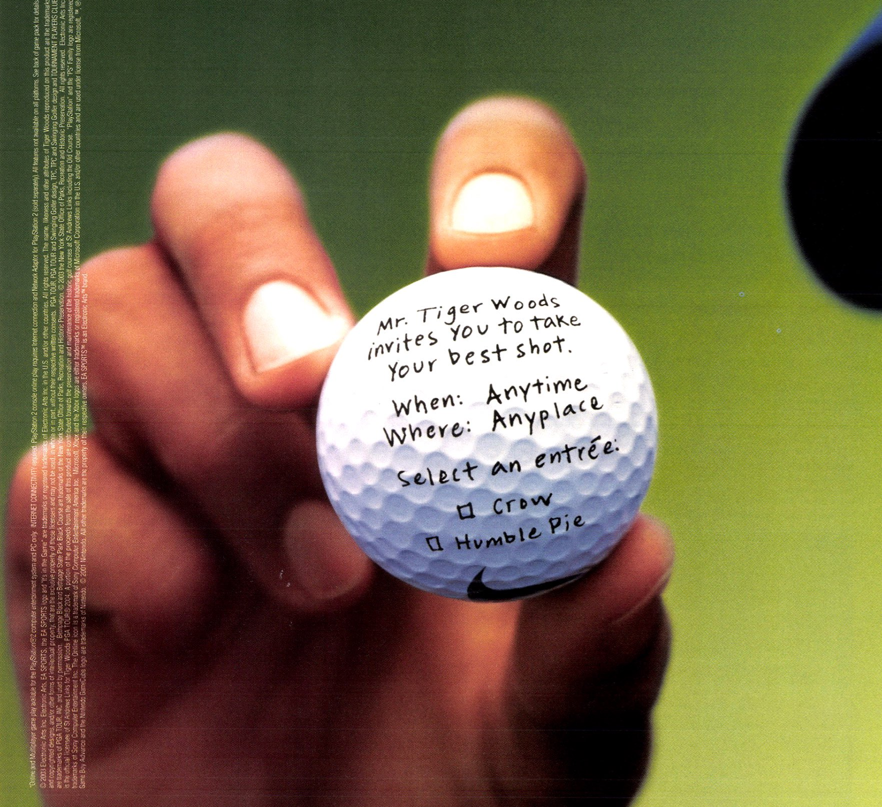
Create the ultimate golfer. Customize their appearance and dress them up – so Tiger can dress them down.



*Online and Multiplayer game play available for the PlayStation®2 computer entertainment system and PC only. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). All features not available on all platforms. See back of game pack for details. © 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and "It's in the Game" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The name, likeness and other attributes of Tiger Woods reproduced on this product are the trademarks and copyrighted designs, and/or other forms of intellectual property, that are the exclusive property of those licensors and may not be used, in whole or in part, without their respective written consents. PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TPC and Swinging Golfer design and TOURNAMENT PLAYERS CLUB are trademarks of PGA TOUR, INC. and used by permission. Bethpage Black and Bethpage State Park Black Course are trademarks of the New York State Office of Parks, Recreation and Historic Preservation. © 2003 the New York State Office of Parks, Recreation and Historic Preservation. All rights reserved. Electronic Arts Inc. is the official licensee of St Andrews Links for Tiger Woods PGA TOUR® 2004. A portion of the proceeds from the sale of this product are contributed towards the preservation and maintenance of the historic golf courses at St Andrews Links including the Old Course. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The Online icon is a trademark of Sony Computer Entertainment America Inc. Microsoft, Xbox and the Xbox logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. ™, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

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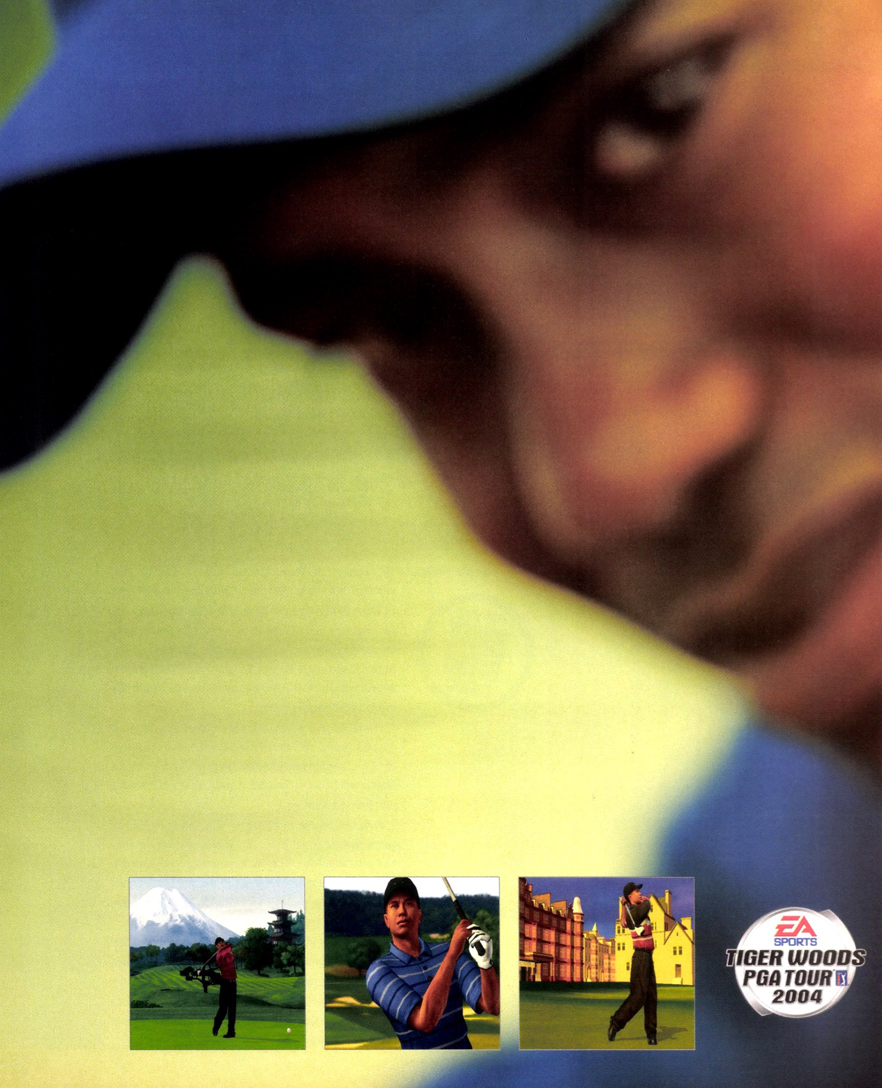

EA SPORTS
TIGER WOODS
PGA TOUR
2004

prince of persia

THE SANDS OF TIME

BY JOE RYBICKI

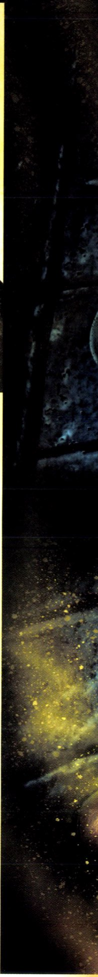
ON THE DISC

The Dagger of Time. Legend tells of this mystical weapon that can control time. By harnessing the Sands of Time, the Dagger can slow time to a crawl, allowing its owner to walk freely among his enemies virtually unmolested. It can give its owner glimpses of the future. It can even reverse the flow of time altogether, allowing its bearer to escape situations that would otherwise spell certain death.

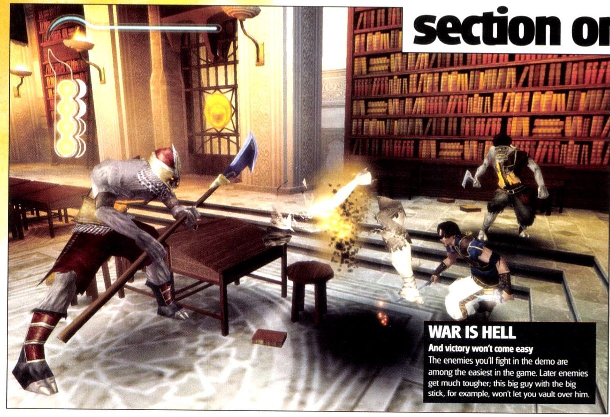
But all these powers pale next to the Dagger's greatest power: It is said that if the Dagger, full of the Sands of Time, is plunged into the heart of its bearer, the bearer will become the god of gods. Your job is to stop that from happening.

Welcome to *Prince of Persia: The Sands of Time*, a game that is equal parts adventure, mystery, action, and puzzle solving. Epic in scope and visually breathtaking, *The Sands of Time* is the game we adventure fans have been praying for since the day we started (and finished) *Ico*. Now you get to play it.

You have in your hands a tantalizing demo of this extraordinary game. We're going to walk you through it, point out the sights, and give you a peek into the design process courtesy of our "Producer's Commentary." Get your passport ready; your tour of Persia is about to begin.



PRINCE OF PERSIA



WAR IS HELL

And victory won't come easy

The enemies you'll fight in the demo are among the easiest in the game. Later enemies get much tougher; this big guy with the big stick, for example, won't let you vault over him.

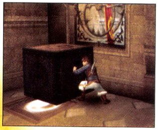
section one: india

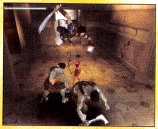
THE STORY SO FAR

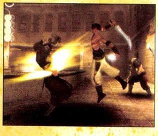
The Persian army is invading the maharajah's palace in India. Aided by the maharajah's vizier (his chief counselor), the Persian king waltzes into the Indian palace practically unopposed. But the vizier has motives beyond simply aiding and abetting an invasion—having been promised his choice of the maharajah's treasure, he has his eye on the Dagger of Time. The king of Persia's son, however, has other plans. (Plans which happen to involve a whole lot of trouble for the Prince himself, but he doesn't know that at the time.) This segment represents about one-sixth of the level.

HOW-TO

This is the first level in the game, so it won't require a lot of thought to get through this section. Plus, the game will be feeding you onscreen hints to help you get the controls sorted out, so just pay attention and you'll do fine. It might seem like the game has a steep learning curve, but once you get the hang of the controls, they make perfect sense.



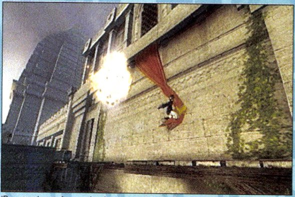




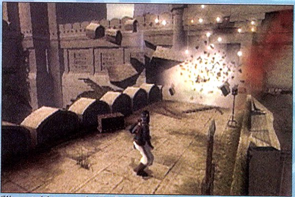
from the horse's mouth

And now, a few words from the people who made Prince of Persia possible

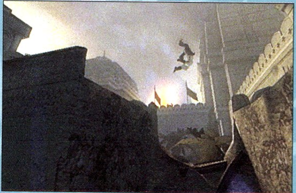
We asked Yannis Mallat, the producer of *Prince of Persia: The Sands of Time*, to point out some interesting features of this month's demo the average player might overlook—offering a sort of director's commentary to help you wring the most out of it. So for each section of the demo, you'll find a sidebar like this one with neat things to watch out for. While there may not be quite enough to hold you over until the game's release in November, there's plenty of gameplay to be had here. We recommend playing through it first *without* looking at these sections or the How-To segments to the left, then come back and see what you might have missed. Of course, if you're having trouble getting through the demo, feel free to return here for help. Pansy.



"Pay attention to the curtains that move while the Prince is running on them."



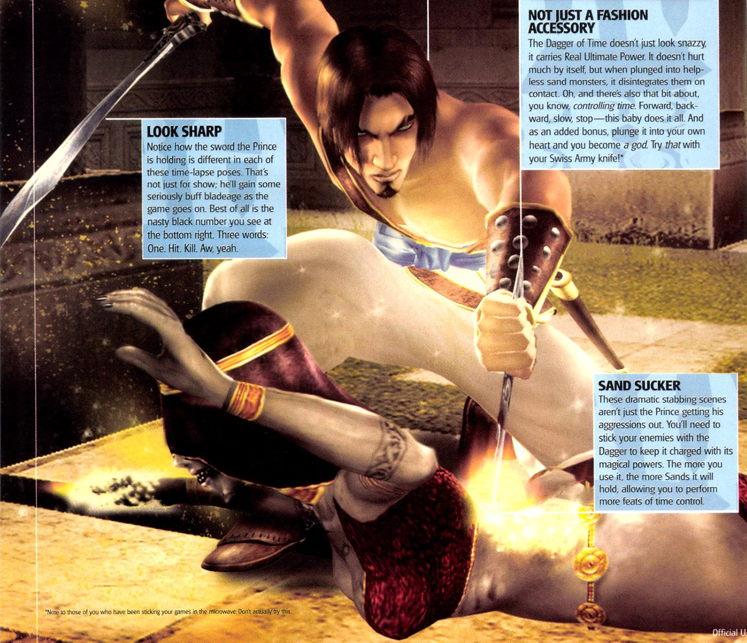
"We wanted the map to feel like *Prince of Persia* Omaha Beach, with the player overwhelmed by war happenings. There will be guys crying and shouting, fireballs smashing walls, arrows flying around, and so on—with the difference being that the Prince will actually always be safe from any scripted events."



"Pay attention to the camera cuts, like in the first jump on the rampart. We made sure camera cuts always emphasize the beauty of the scene without disturbing the player, so when the Prince is in a noninterruptible animation [like jumping or falling], the camera is showing the action from another angle."

dissecting the prince

The Prince is the total package. He jumps, he rolls, he swings on bars, and he flies through the air with the greatest of ease. He solves head-scratching puzzles, has a spectacular sense of balance, and can fight one-handed while clinging to a ledge hundreds of feet above the ground. He holds his own in a fight *and* in bed (well, that's what Farah says, anyway), and he's one hell of a snappy dresser. Plus, he's royalty.

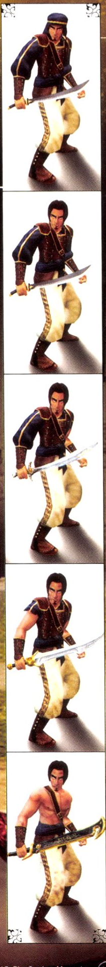


PENSIVE? OR JUST SURLY?

The arch sneer on the Prince's face isn't from his posh upbringing. Well, actually, yes it is, at first. But as he dives deeper into harm's way, testing the limits of his abilities and learning entirely new ones, he develops a confident, almost cavalier attitude toward danger: Bring it on!

LOOK SHARP

Notice how the sword the Prince is holding is different in each of these time-lapse poses. That's not just for show; he'll gain some seriously buff bladeage as the game goes on. Best of all is the nasty black number you see at the bottom right. Three words: One. Hit. Kill. Aw, yeah.



THAT CLARK GABLE STYLE

Sorry, ladies; this isn't a striptease. The Prince does an awful lot of fighting as he works his way through the palace, and we see his look evolve gradually alongside his evolving abilities. Besides, wouldn't *you* prefer the shirtless look to lugging around the sliced-up tatters of your former finery?

NOT JUST A FASHION ACCESSORY

The Dagger of Time doesn't just look snazzy, it carries Real Ultimate Power. It doesn't hurt much by itself, but when plunged into helpless sand monsters, it disintegrates them on contact. Oh, and there's also that bit about, you know, *controlling time*. Forward, backward, slow, stop—this baby does it all. And as an added bonus, plunge it into your own heart and you become *a god*. Try *that* with your Swiss Army knife!*

SAND SUCKER

These dramatic stabbing scenes aren't just the Prince getting his aggressions out. You'll need to stick your enemies with the Dagger to keep it charged with its magical powers. The more you use it, the more Sands it will hold, allowing you to perform more feats of time control.

---

*Note to those of you who have been sticking your games in the microwave: Don't actually try this.

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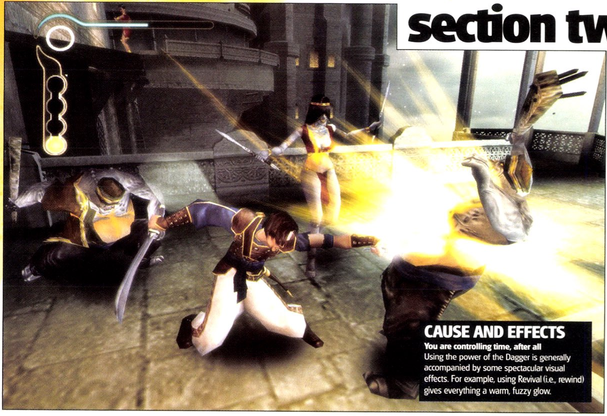
PRINCE OF PERSIA

section two: the baths



CAUSE AND EFFECTS

You are controlling time, after all

Using the power of the Dagger is generally accompanied by some spectacular visual effects. For example, using Revival (i.e., rewind) gives everything a warm, fuzzy glow.

THE STORY SO FAR

The king of Persia's army is on its way back home after conquering the maharajah. It stops at the palace of the sultan of Azaad, one of the king's closest allies, to offer gifts taken from the maharajah's treasure. But the maharaja's vizier—now part of the Persian party—tricks the Prince into a deadly mistake: The Prince plunges the Dagger of Time into a magical hourglass, the only artifact strong enough to contain the Sands of Time. The Sands are freed, laying waste to the sultan's palace and transforming every living thing into a zombie animated by the power of the Sands. The Prince, protected by the Dagger, finds himself deep in very hostile territory. This segment represents about one-tenth of the level.

HOW-TO

Kill everything that moves. First, attack by hitting □. Once you've knocked the enemy to the ground, press △ to retrieve the Sands of Time and dispatch the monster for good. Otherwise, the monster will reanimate and come after you, every bit as strong as it was before you knocked it down.

Other things to try: Tap L1 to engage slow motion. This slows down time for everyone, including the Prince. However, if you attack an enemy (while it's still standing) with △, it will put only that monster into slow time, allowing you to deal with other threats while he floats leisurely through the air.

You can also try to counter your enemy's attack. While blocking with R1, hit □ just as an enemy begins an attack. This will engage a powerful counter that will leave the enemy on the floor, allowing you to finish him off with △. Alternately, if you successfully counter with △ instead of □, you will instantly retrieve the Sands from that monster and remove him from the scene. The timing on that is a bit more precise, though.

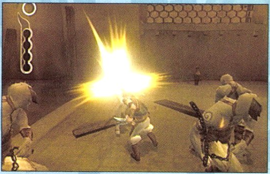
Our favorite move is the Vault: If you target an enemy and hit ⊗, the Prince will dash up the enemy's front, allowing you to attack from the air as the Prince vaults over the monster and lands behind it.

Once you've eliminated all the monsters, head into the next room and enter the glowing pillar. The Prince will enter a trance that gives glimpses of what's to come in the game. You'll find these sand clouds everywhere; they're used to advance the story, offer hints for future areas, and let you save your game.

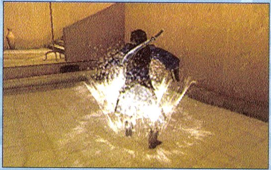
poetry in motion

Good graphics aren't just pretty pictures; the way things move is just as important

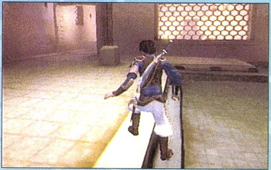
We've talked a lot in past previews of *The Sands of Time* about how fluidly the Prince moves, how convincing his animations look. This is one of the hallmarks of the series, what Producer Yannis Mallat calls "sensational animations and moves that will amaze players." But our wall-running, bar-swinging, leaping-tall-enemies-in-a-single-bound hero would look out of place if there weren't realistic physics operating throughout the world. Gauzy curtains react to the slightest touch; trees sway in a gentle breeze; dust stirs everywhere, softening the shafts of light that poke through cracked masonry—all this realism creates the feel of a living world that goes on existing even after you've turned your PS2 off. Here, Mallat points out a few other details that help create the illusion of an alternate reality.



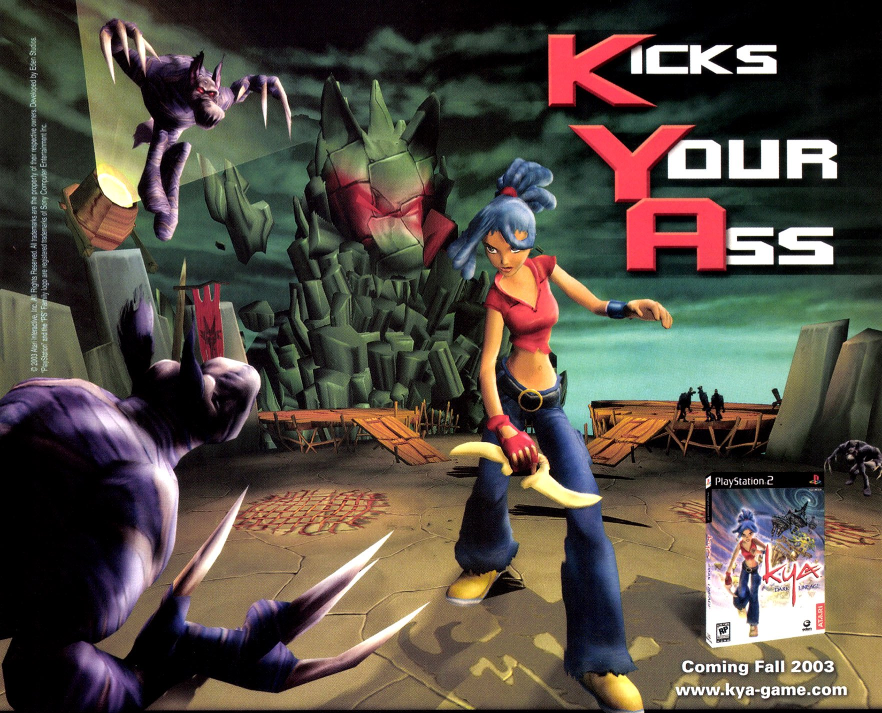
"What we wanted to achieve in this map is a contrast between a fantasy place—such as the rich and ornamented Persian baths where we could easily imagine beautiful veiled women taking care of the sultan's guests and visiting princes—and a totally ravaged place populated by terrible creatures."



"We wanted to show off how we pushed the PS2 capabilities to the max. Have a look at the water effect in the upper part of the baths. It's all real physics, and it follows the Prince's moves. Since you're here, don't forget to recover some of your health if you need to by drinking (R1 button)."



"We took great care to have different ground levels and stairs. If you pay attention, you'll see the Inverse Kinematics (IK) system on the Prince. Have him put one foot on one step and the other on the step above or below. You'll see him adjust his pose so that his feet are in the correct position."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section three: traps

THE STORY SO FAR

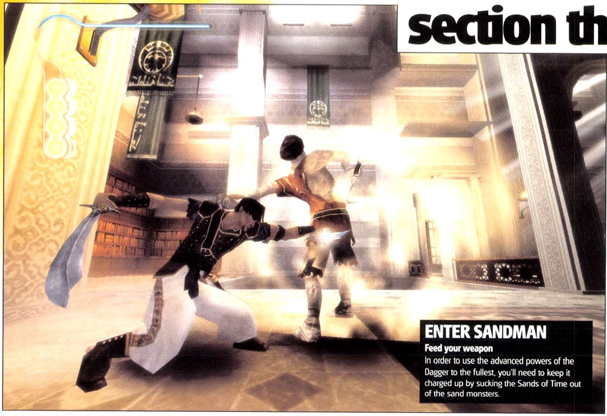
Monsters have overrun the sultan's palace. For protection, the Prince decides to try activating the traps that litter the palace. Things get a little out of hand. This segment represents about one-fifth of the level.

HOW-TO

First, you'll need to run vertically (R1) up the wall in the middle of the courtyard to hit the pressure plate. This will cause a block to rise up in the middle of the courtyard. Climb up the block, jump onto the bar, hit R1 to swing on the bar, then use ⊗ to jump to the ledge.

As soon as you jump over to the balcony, a deadly series of traps will appear. Roll under the rotating blade, run along the wall over the gap and hit ⊗ to leap off the wall and onto the far ledge. Avoid the poles, roll under the blade, and grab some water from the fountain to recharge any health you've lost.

Next, jump onto the hanging pole, which will open the gate in front of you. Jump through the gate, then run along the back wall and jump to the ladder.



ENTER SANDMAN

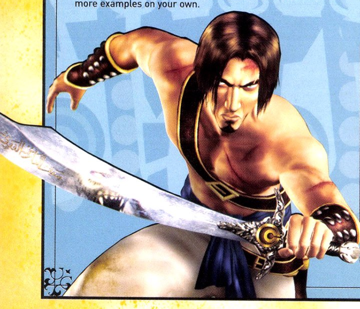
Feed your weapon

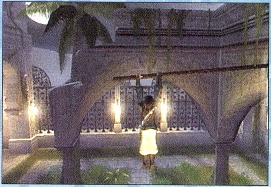
In order to use the advanced powers of the Dagger to the fullest, you'll need to keep it charged up by sucking the Sands of Time out of the sand monsters.

god is in the details

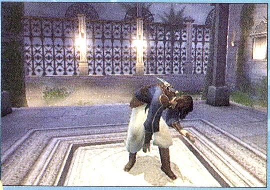
Yes, gameplay is king, but sometimes the little touches make all the difference

Sometimes—maybe most of the time—game designers know they've done an outstanding job when players tell them about all the things they *didn't* notice. When you immerse yourself in a world with the kind of pervasive realism found in *The Sands of Time*, the realistic touches can easily be taken for granted. The thing about *Prince of Persia* is that you can inspect any area of any level, and the details hold up to close scrutiny. You'll usually be too intent on watching the Prince's graceful, acrobatic moves, but if you stop to really look around, you'll start to pick up little things you hadn't noticed before. Here are a couple examples courtesy of Mallat; see if you can find more examples on your own.

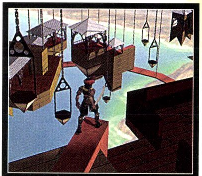




"When the Prince first jumps up to grab the bar, pay attention to the details: Look at the bar flexing while the Prince swings around it. Dust is also coming from the junction of the wall and the bar."



This is a good map to check out the waiting animations. Just roll here and there on the ground and wait for the Prince to clean his clothes. The dirt on his pants is actually being removed in real-time."



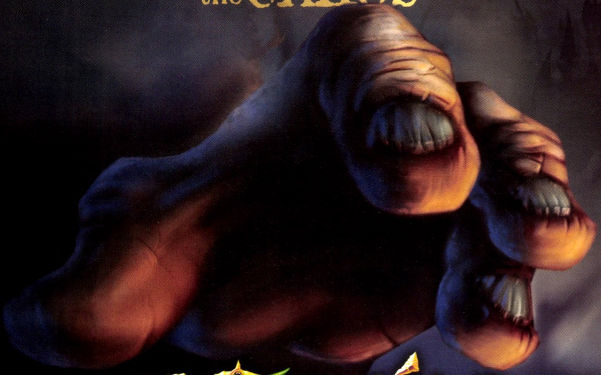
TRY, TRY AGAIN

While *Prince of Persia* (1989) and *Prince of Persia 2* (1993) were extremely well received, the series' first foray into 3D, 1999's *Prince of Persia 3D*, was...um... not. We asked series creator Jordan Mechner what went wrong.

"While great intentions went into this game," he says, "expectations were really high and quite hard to achieve. Back in 1997 when the *Prince of Persia 3D* project got underway, 3D in videogames was still in its infancy. I think that at that time it was an even greater challenge to resurrect the license, since you needed ample time simply to master the tools. Also, I've heard that the team got less time than expected to finish and polish the game. That hurts, too.

"In doing *The Sands of Time*, we really focused on elements from the original and *Prince of Persia 2* instead," he assures us, "making sure that we included the best of the initial creations. Everything had to be reworked and rebuilt, redesigned and rethought."

COMMAND the CHAOS



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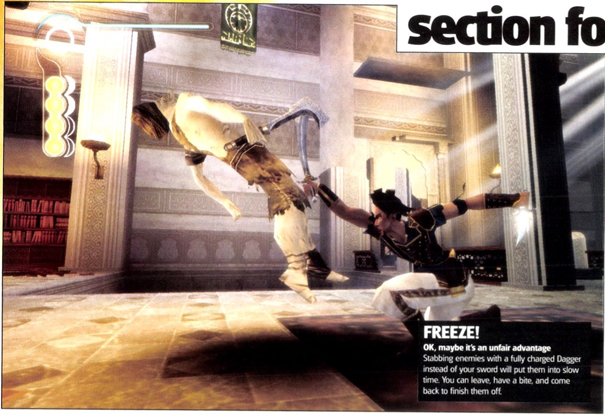
section four: dungeon



FREEZE!

OK, maybe it's an unfair advantage

Stabbing enemies with a fully charged Dagger instead of your sword will put them into slow time. You can leave, have a bite, and come back to finish them off.

THE STORY SO FAR

The Prince has met up with a mysterious woman named Farah who is strangely immune to the effects of the Sands of Time. They're separated during combat on the outer walls of the palace, and the Prince crashes through the floor into a dungeon below. The bridge to the exit, of course, has also collapsed, so the Prince must work his way to the bottom of the dungeons in order to escape. This segment represents about one-fifth of the whole level.

HOW-TO

Mallat calls this level "Game Design 101." It starts simple and gradually gets tougher until you're performing sequences of events you never thought you'd be able to pull off.

The first couple of rounds are fairly easy: Run along the wall toward the pressure plate, which will cause a platform to extend. Run to the end of the platform (quickly, or it will retract) and run along the wall again. Continue in this fashion until you hit the ladder. Slide down the ladder and repeat the process in the opposite direction.

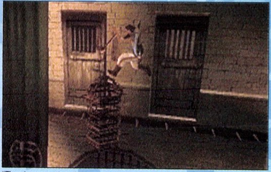
The third round is a little tougher: Run on the wall until you hit the pressure plate, then hit ⊗ to jump to the platform. Repeat until you get to the last segment, which doesn't have a pressure plate—but you'll still need to jump in roughly the same spot to grab the bar that's hanging there. Hold R1 to swing on the bar, then tap ⊗ to jump to the ladder. Check out the movement of the curtain.

The final round adds yet another level of difficulty: Run on the wall, hit the pressure plate, jump to the bar, leap from the bar to the platform, run across the platform, run along the wall, hit the pressure plate, and so on until you land on the last ladder. As soon as you make contact with the ladder, you're sent to the next section of the demo.

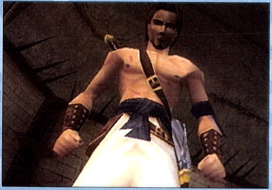
the bigger picture

Good game design means more than pretty graphics or clever level layout

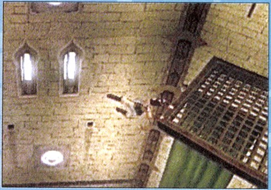
With all this talk about graphics and details, you'd be forgiven for thinking the designers might have spent too much time on the visuals to build a real *game*. Fortunately, nothing could be further from the truth. There's a lot of well thought-out philosophy that has gone into designing *The Sands of Time*, from little things like actually making it *hard* to die, to big-picture planning that introduces the player to new abilities at a natural pace, causing the player's skills to evolve along with the Prince. And, of course, there's the Dagger's power of Revival, which lets you rewind a fatal mistake by holding down the L1 button; this is a serious boon to those of us who are less than perfect. A *lot* of thought was put into this game. Check out these examples.



"There's no puzzle solving *per se* in the game. It's all about action-puzzle: The Prince plays with his environment thanks to the acrobatic and athletic capabilities he has. Instead of puzzles, we have clever and challenging level design that will encourage players to push the Prince to his full potential."



"Notice the Prince has changed his outfit from the beginning of the game. This is the *Die Hard* effect in which we show the character evolving: very neat and clean at the beginning when everything goes well, and then gradually changing as he's pissed off by every challenge and obstacle in his way."



"Try to run straight up the wall when you're standing on a platform at the bottom of a ladder and you'll see the Prince grab the ledge. Why? Because, in our philosophy, it's not fun to die in a game. The Prince, as a clever character, will always do this between-life-and-death move to save your fun."

"I had a dream that I was a major league prodigy, and I wreaked havoc at the plate."

– Marc Ecko

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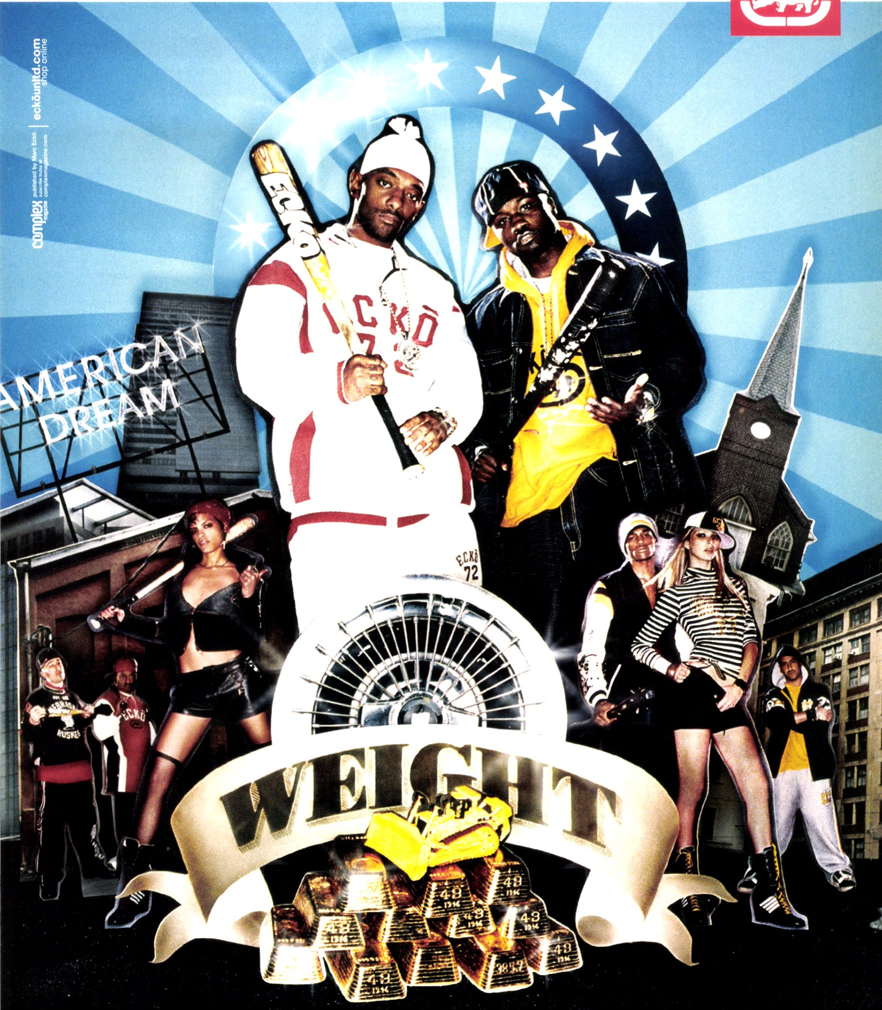
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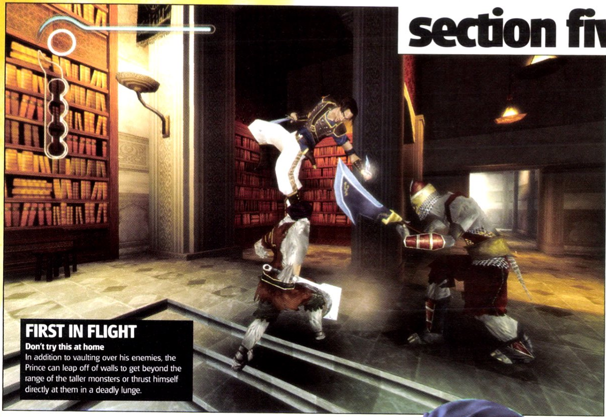


FIRST IN FLIGHT

Don't try this at home

In addition to vaulting over his enemies, the Prince can leap off of walls to get beyond the range of the taller monsters or thrust himself directly at them in a deadly lunge.

section five: tomb

THE STORY SO FAR

This area comes from a level near the end of the game. The Prince and Farah have had, as Mallat calls it, "a marvelous intimate moment in a magical place." But now, we're told, a new woman has appeared on the scene. This section represents about one-tenth of the whole Tombs area.

HOW-TO

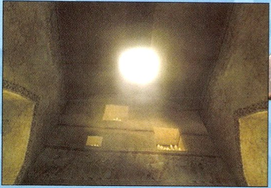
There's not much to do here beyond breaking the wall (you know, the one with the cracks in it) and chasing the mystery woman. Sure is a pretty tomb, though.

In the final game, you'll find a head-scratcher of a reflecting-light puzzle behind the broken wall—but don't worry, you won't be seeing that sort of thing too often; the designers don't have much regard for superficial puzzles. "This isn't the kind of game," says Mallat, "where you try to figure out how to arrange a pattern to unlock a chest that contains a key that would open the door to lead you to the next area." Yes, there are a few puzzles, but they make sense, mostly.

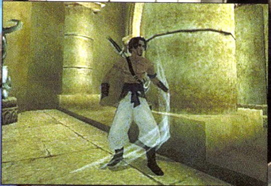
all this, and brains too

More than just a pretty face

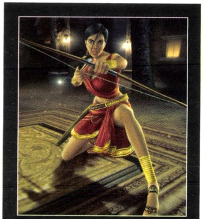
By now you've no doubt had some hands-on time with the demo. You've experienced the fluid animation, the solid controls, the challenge of pulling off these superhuman feats, and the sense of satisfaction of watching the Prince move like some kind of Middle Eastern ninja. But brother, you still don't know the half of it. Because on top of all this eye candy, in addition to all these acrobatic moves, beneath all the little details is one very big thing: a story. And it's a story that goes way beyond your standard save-the-princess cliché. We've given you some background, but this just sets the stage for what's really going on; you can expect a *lot* more plot and more than a few surprises. There is some serious supernatural crap going on in this palace—and when you have the power to play with time itself, well, anything can happen, can't it? Now, go enjoy the demo. What are you reading this for? Go!



"Enjoy the glowing effect of the sunlight by going into first-person view and looking at the ceiling."

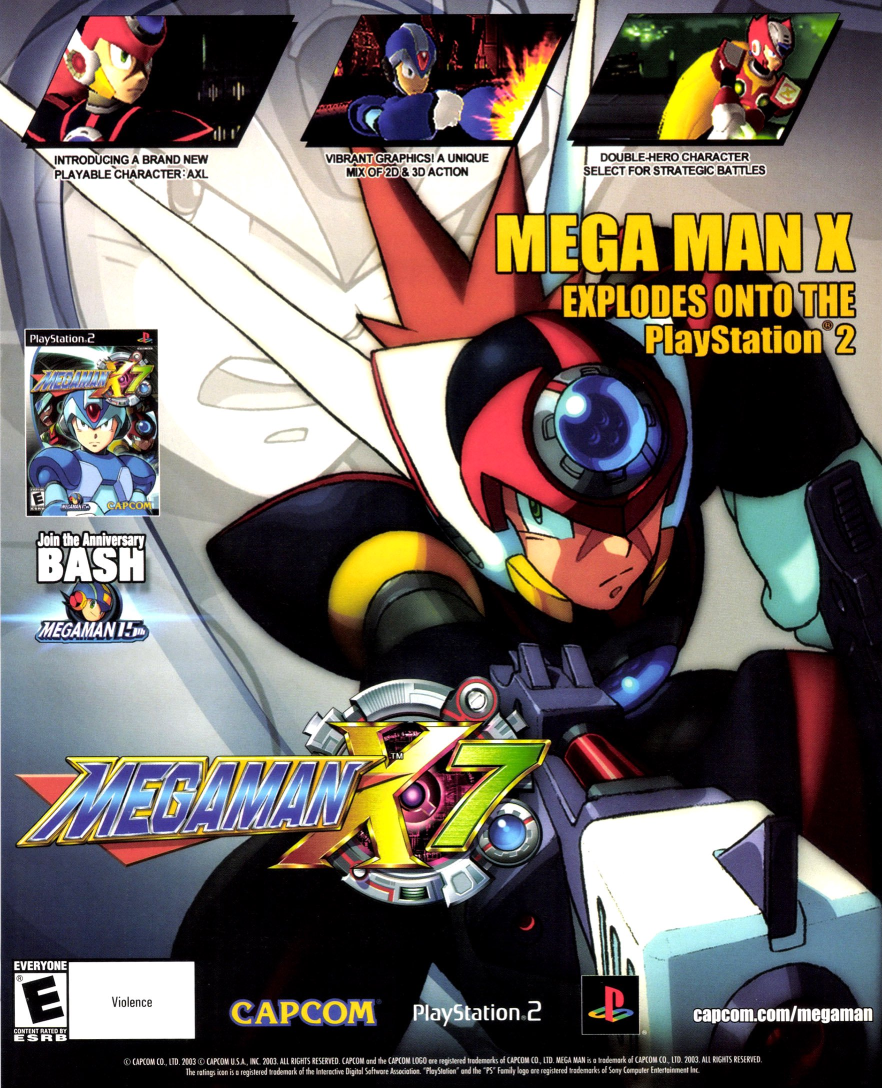


"When you have good physics, why not use them for the spiderwebs, too? Try to walk through them."



YOU ARE NOT ALONE

We've talked about Farah, the beautiful princess who is somehow immune to the Sands of Time, but you don't get to spend any time with her in the demo. Rest assured she will play a pivotal role in the finished game. While she's somewhat, ah, willful, she will help you solve complex, two-person, puzzles, help you take down enemies by filling 'em full of arrows, and offer moral (and sometimes physical) support on your quest. Imagine what Yorda could have done for Ico if she weren't *lobotomized* or whatever she was, and you'll have some idea of Farah's role. And, of course, the Dagger of Time is an ally of sorts, letting you freeze enemies, speed up or slow down time, even reverse time's flow altogether. Plus...well, actually, that's basically it in the ally department. So, yeah, come to think of it, you are pretty much alone. Er...have fun!



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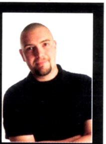
GAME OF THE YEAR MATERIAL?



John Davison
Editor-in-Chief

Is Prince of Persia really that good?

If a shirtless dude with floppy hair and a soul patch who waves a sword around and travels through time doesn't sound like your cup of tea, then bear with us for a minute. We've been rambling on about how amazing *The Sands of Time* looks since we first clapped eyes on it back in May. We've bandied around all sorts of comments about it since then, including some allusions in the general direction of it being Game of the Year material. Is it really that good? Or are we just getting excited about something simply because it's not just another annual sequel to a familiar franchise?

In truth, *Sands* is a sequel: It's actually the fourth part of a series that began back in 1989 when game consoles still had bits of wood veneer glued to them. Back then it amazed everyone with its distinctive look and innovative gameplay, much as the new game does today. Fortunately, you don't just have to take our word for it. We have a sizeable and exclusive playable demo on our DVD this month, which may help convince you we're not over here smoking our own hair or something.

ABOUT OUR CONTRIBUTORS

ZOE FLOWER
Zoe took a few minutes away from roaming the globe, hurling herself out of airplanes or hurtling down mountains strapped to bits of wood in order to talk about *SSX 3*. Apparently she knows a thing or two about that sort of stuff.

JOHN SCALZI
Check John out in his new gig running AOL's blogging section, AOL Journals. He's one of the original bloggers; his Daily Whatever has been around since 1998, which is ancient history in Internet time. So there. www.scalzi.com

GREG SEWART
Sewart used to work at *EGM*...until they deported his ass back to Canada. This month he chimed in with an *XGRA* review and proudly donned the ol' meshback hat for a blast-from-the-past review of *NASCAR Thunder 2004* for PS1.

SAM KENNEDY
Sam left *OPM* awhile ago to don his crown as King of the Internet. He now sits on a crystal throne, surrounded by concubines, atop a sugarplum mountain, with a silver spoon shoved in his mouth. Not that we're bitter he left. Oh, no.

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The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

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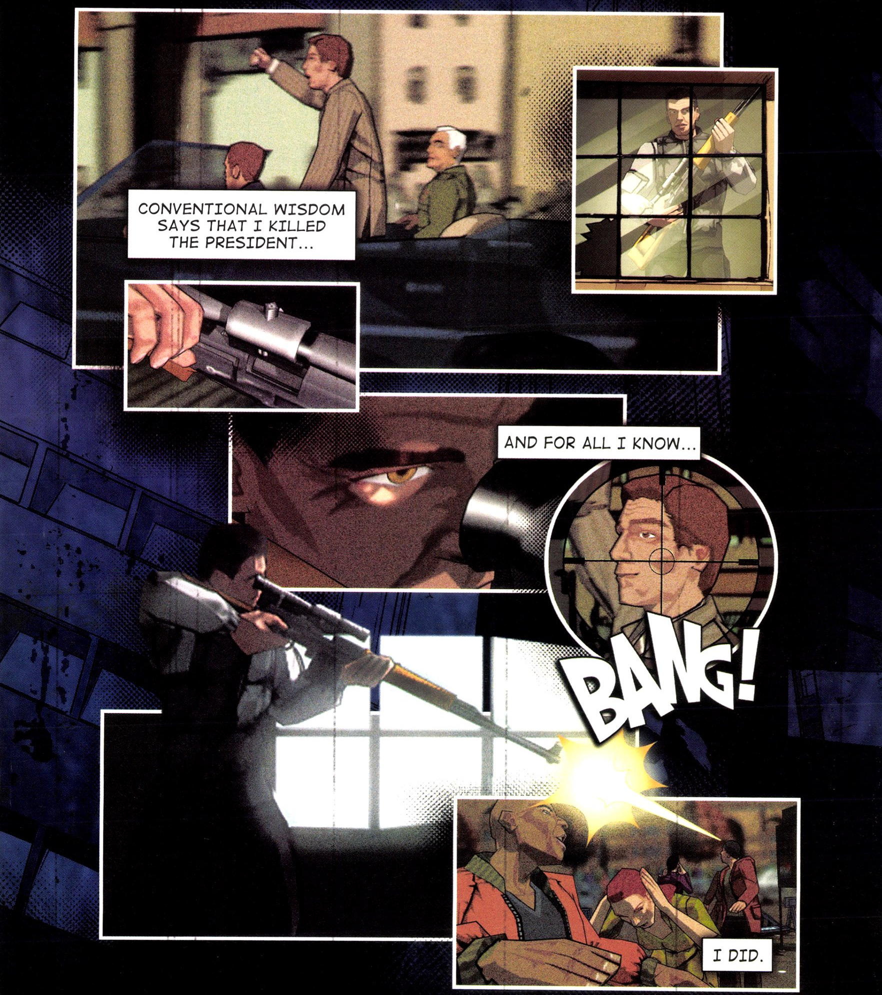
CONVENTIONAL WISDOM SAYS THAT I KILLED THE PRESIDENT...
AND FOR ALL I KNOW...
BANG!
I DID.

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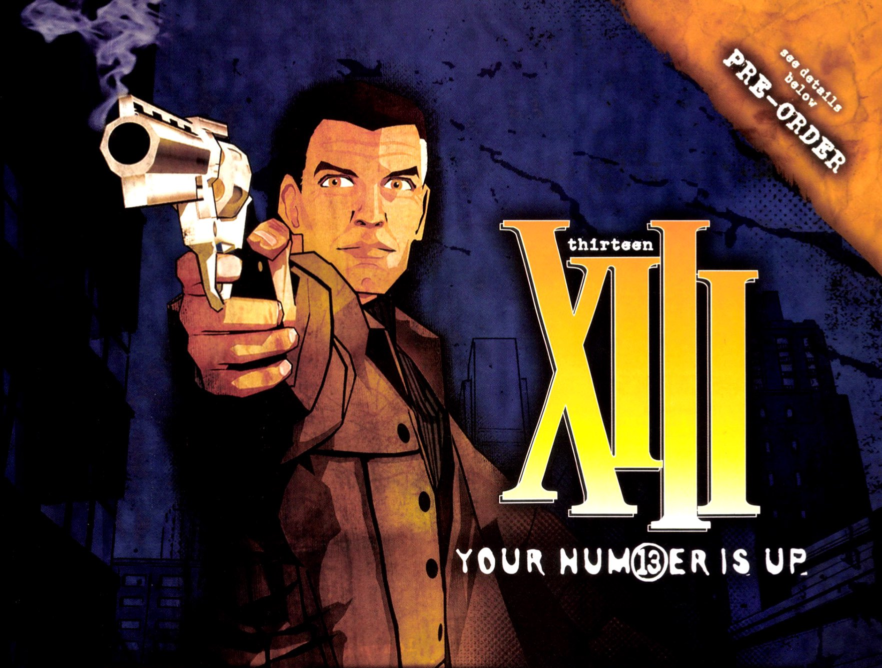
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REVIEWS

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GAME OF THE MONTH

BIG AIR

No surprises here

With *SSX* and *SSX Tricky* having rocked their respective houses, we're not the slightest bit surprised that *SSX 3* is our Game of Month.

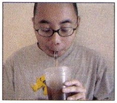
MEET THE CRITICS

JOHN DAVISON
John sent Gary to Japan this month, and he came back. Better luck next time.
Current Favorites: *SSX 3, Soul Calibur II*
Favorite Genres: Driving, racing, hitting things

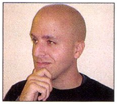
GARY STEINMAN
After years of trying, Gary finally made it to Japan, and *OPM* paid for all of it. Heaven!
Current Favorites: *FFX-2*, ramen at 3 a.m. with Kyoko, Eddie, and Hiroki
Favorite Genre: RPGs

JOE RYBICKI
Some think Joe's right to like Eye Toy so much. Others think he's not all there.
Current Favorites: Eye Toy, *SOCOM II, Prince of Persia*
Favorite Genres: FPS, Puzzle, Adventure

CHRIS BAKER
C-Bake didn't just get into *Gladius'* world...the game invaded his!
Current Favorites: *Gladius, Time Crisis 3, Dynasty Tactics 2*
Favorite Genres: Action, Adventure, Sports, Strategy



THIERRY (SCOOTER) NGUYEN
How did Scooter get through so many mediocre games? Tapioca pearl tea.
Current Favorites: *MOH: Rising Sun, VF4: Evo, Cy Girls*
Favorite Genres: FPSing, RPGing, hollering, scooting



GIANCARLO VARANINI
Giancarlo used to work for the Internet, but now he's kickin' it in the *OPM* offices.
Current Favorites: *Madden 2004, Soul Calibur II, VF4:Evo*
Favorite Genres: Action, sports, anything with ninjas

REVIEWS

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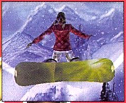
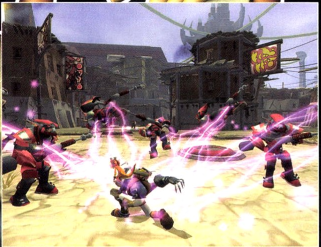
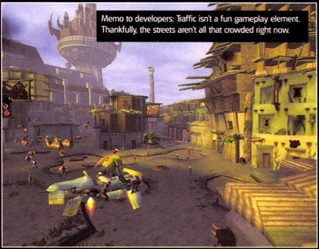






Memo to developers: Traffic isn't a fun gameplay element. Thankfully, the streets aren't all that crowded right now.

Newsflash: I'm not perfect. Far from it. I know this stunning revelation might be a shocker to readers who have long luxuriated in my sparkling sentences and rapier wit. But, alas, a fact's a fact—I'm a deeply flawed individual.

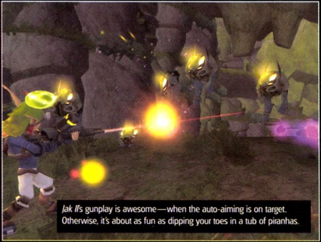
Which can be a nasty problem when I'm struggling through a game that demands absolute perfection from the player.

Jak II is cruel. It's petulant. It's mean-spirited and unforgiving. But most of all, *Jak II* requires the average gamer to perform extraordinary feats of virtual derring-do. An example: Later in the game, you have to rescue six Lurkers by ferrying them through a city teeming with pedestrians, awash in traffic, jam-packed with obstacles, and swarming with heavily armed enemy soldiers, both on foot and in the air.

Sounds straightforward enough—but wait! See, you not only have to liberate each Lurker by blasting a prison ship from the sky—thus rousing the wrath of soldiers everywhere, who then chase you down like the dog you are—you also have to scoot that Lurker onto the back of the vehicle you've just jacked and bolt through the streets to the designated drop spot. En route, soldiers pelt you with potshots, random traffic thwarts you, floaty vehicle controls can throw you, and the occasional kamikaze pilot will ram right into you, destroying his ride and your own in the process (arghh! So CHEAP!!!).

Keep in mind that you can only sustain about four hits worth of damage, with no health-ups available, so you'll have to steer like a pro, constantly swap vehicles (they take damage), sometimes engage in defensive gunplay, and, most of all, make virtually no mistakes in order to complete this six-part mission.

And that's just one example. Early on, you have to prove your mettle by racing from one end of *Jak II*'s enormous city to the other—in three measly minutes. Thing is, the only way to do this is to plot out and memorize a perfect route, step by painful step. Which means you'll likely spend over an hour trying to complete a mission that technically *can't* take any longer than three minutes. (I'm betting this is the exact spot where a lot of you will toss aside the controller and stop playing *Jak II* for good.)



Jak II's gunplay is awesome—when the auto-aiming is on target. Otherwise, it's about as fun as dipping your toes in a tub of piranhas.

It's such a shame, because *Jak II* represents what could have been a defining moment for 3D platformers. Yes, it blatantly borrows from every other game out there, but never before has a platformer offered such an array of gameplay devices, from standard (but sublime) run-n-jump bits to intense gunplay to *Grand Theft Auto*-inspired metropolitan mayhem. And that's not all: You can even indulge in some *Tony Hawk*-style skating, or try to top your times in some well-designed kart-racing tracks. There's so much to do, and such a vitality to the urban setting, that *Jak II* feels more real than most platformers, despite its decidedly cartoony look and feel.

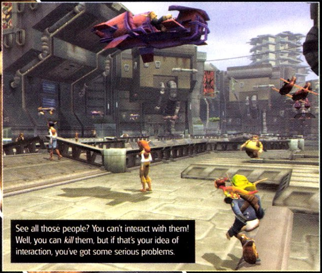
To be fair, there are moments when everything comes together—sequences that hint at the game *Jak II* should have been. Some of the straightforward hop-n-bop missions are exquisite in their design and balance. Blasting away at waves of baddies also provides a nice rush, although being overwhelmed by too many foes is never much fun. I also have to admit to feeling a surge of undeniable satisfaction upon completing many of the too-tough missions.

But *Jak II* hints at something else: You can't be all things to everyone. Or, at the very least, if you're trying to offer a little bit of everything, you'd better get things right, because it isn't proper to expect us to be perfect in order to make up for your game's many imbalances.

Life might not be fair, but I certainly expect my games to be.

Gary Steinman

★★★◐



See all those people? You can't interact with them! Well, you can *kill* them, but if that's your idea of interaction, you've got some serious problems.

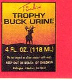
JAK II

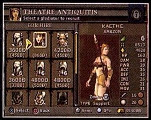
Jack-of-all-trades, master of none

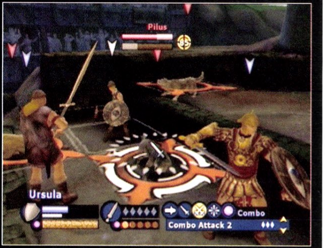
Publisher: Sony CEA **Developer:** Naughty Dog **MSRP:** $39.99 **ESRB:** Teen

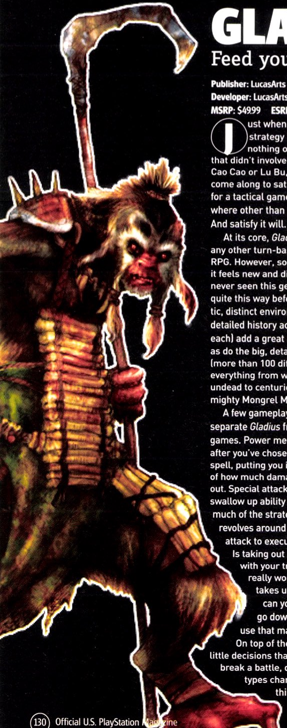
Try, try, try to understand: He's a Mongrel Man.

STOCKING STUFFER
From www.cabelas.com: "Reinforced with tarsal gland and interdigital gland secretions." Yummy!









GLADIUS

Feed your brain

Publisher: LucasArts
Developer: LucasArts
MSRP: $49.99 **ESRB:** Teen

Just when it looked like strategy fans would get nothing on their PS2s that didn't involve guys named Cao Cao or Lu Bu, *Gladius* has come along to satisfy their need for a tactical game set somewhere other than ancient China. And satisfy it will.

At its core, *Gladius* plays like any other turn-based strategy RPG. However, something about it feels new and different. You've never seen this genre portrayed quite this way before. The realistic, distinct environments (a detailed history accompanies each) add a great deal of flavor, as do the big, detailed characters (more than 100 different types—everything from witches and the undead to centurions and the mighty Mongrel Men).

A few gameplay devices also separate *Gladius* from similar games. Power meters appear after you've chosen an attack or spell, putting you in direct control of how much damage you dole out. Special attacks of any type swallow up ability points, and much of the strategy in the game revolves around knowing which attack to execute and when. Is taking out a wimpy satyr with your triple combo really worth the points it takes up? Then again, can you be sure he'll go down if you don't use that maneuver?

On top of these countless little decisions that can make or break a battle, different event types change your way of thinking. Whereas the simple goal of eliminating all enemies warrants one approach, something like a King of the Hill match (dumb in concept, cool in execution) calls for totally different tactics. Things get even more interesting when third and fourth teams enter the fray. You'll also want to make sure you keep the crowd happy, as their support can really boost your stats.

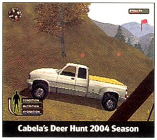
All of this solid gameplay combines with two well-scripted stories to keep you playing for hours at a time (anywhere from 50 to 100 per quest). Even through cartoonish, sometimes ridiculous-looking character designs, there's legitimate chemistry between Linda Cardellini (*Scooby-Doo*) as Ursula and Michael Rosenbaum (*Smallville*) as Valens. Lucasfilm fans will even chuckle at numerous inside references, ranging from subtle *Star Wars* quotes ("the Sloan Forest is not to be traveled lightly") to minor characters with names like Kael (you know, the evil general in *Willow*).

You won't feel like you're playing anything entirely new in *Gladius*, and there are a lot of stupid little things to nitpick (bleeding skeletons, anyone?). However, the sheer depth of this game—not to mention how it somehow manages never to overwhelm you—warrants checking out by anyone who wants to use their brain in a mythologically inspired game about magic-wielding gladiators. A ridiculous concept? Yes. But also fun and engrossing.

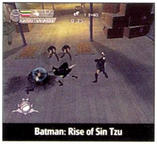
Chris Baker

★★★★

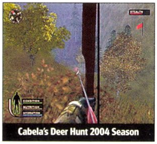
Batman: Rise of Sin Tzu



Cabela's Deer Hunt 2004 Season



Batman: Rise of Sin Tzu



Cabela's Deer Hunt 2004 Season

BATMAN: RISE OF SIN TZU

Publisher: Ubi Soft
Developer: Ubi Soft Montreal
MSRP: $39.99 **ESRB:** Teen

If *Rise of Sin Tzu* were based on the Batman TV show of the '60s instead of the animated series, I can only imagine Robin's reaction to it—probably something along the lines of "Holy *crap*, Batman!"

Actually, beyond the looks and sounds of the game, I'm inclined to think *Sin Tzu* secretly wants its Bat-tights to be worn by Adam West. Whereas Ubi's previous Bat-game, *Vengeance*, at least showed signs of treating its license right, *Sin Tzu* forsakes any sort of previously demonstrated variety, great story, or awesome atmosphere all in favor fight, fight, fight. It only needs the "POW! WHAP! BLORP!"

OK, so maybe it's also missing any degree of captivating gameplay. Beyond the various fighting styles of Batman, Robin, Batgirl, and Nightwing (two at once if you can find anyone else willing to play...good luck), this is as bare-bones as you get when it comes to beat-em-ups. Buying new moves, as you would in, say, *The Two Towers*, adds a touch of variety, but not enough—you still find yourself more often than not using the basic Square-Square-Square combo, and there isn't anything cool like the physics of *Hulk* or the grandness of a *Dynasty Warriors* to keep you coming back. Even the music sucks—I'd much rather hear "da-da-da-da-da-da-BATMAN!" than this game's uninspired techno.

Jim Lee's Sin Tzu character may be a cool new Bat-villain, but this is the wrong vehicle in which to debut him. In a word: EE-YOW!

Chris Baker

★★

CABELA'S DEER HUNT 2004 SEASON

Publisher: Activision
Developer: Sand Grain Studios
MSRP: $29.99 **ESRB:** Teen

If the idea of remaining still for 30 minutes at a time in order to fatally wound a deer catches your fancy, then *Cabela's Deer Hunt: 2004 Season* is probably the right game for you. Almost all the intricacies of hunting are featured in the game, making it one of the most realistic hunting simulations to date.

At the same time, that exhaustive level of accuracy severely limits *Deer Hunt 2004*'s appeal. The game not only relies on your patience and ability to track deer, but also requires you to have a fundamental knowledge of how to approach the animal so you're in close enough range to get a clean shot. Granted, you have some indication of how well hidden you are from the animal, thanks to a Stealth meter and a wind sock. But even the slightest slipup can cause your target to go prancing off into the forest and out of sight. So if you don't already know a bit about hunting, you may have a tough time of it.

It's seriously frustrating to say the least, but there are still some redeeming qualities, even for gamers with only a mild enthusiasm for hunting: You'll get several different types of weapons, numerous items (including stands, tents, and clothing), and an assortment of vehicles to help you traverse the environment in quick fashion. The large environments are also relatively impressive, with plenty of trees and large fields of swaying grass to keep your eyes busy during those long stretches of time when no deer are in sight.

Giancarlo Varanini

★★½

SLAMMAJAMMA

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EVERYONE E CONTENT RATED BY ESRB

NBA

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PlayStation 2

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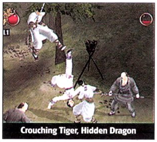
Acclaim®

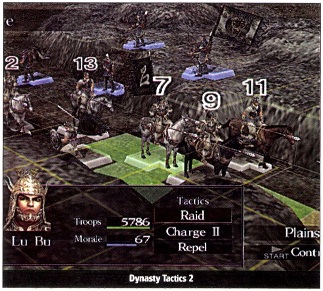
Dance, monkey-boy, dance!

931 The sales rank of the original *Dynasty Tactics* in the Video Game category of Amazon.com (as of 9/5/03).



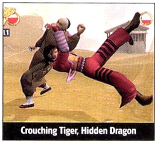
Crouching Tiger, Hidden Dragon

DDRMAX 2



Dynasty Tactics 2

Lethal Skies II



Crouching Tiger, Hidden Dragon

DDRMAX 2

Lethal Skies II

CROUCHING TIGER, HIDDEN DRAGON

Publisher: Ubi Soft
Developer: Genki
MSRP: $3999 **ESRB:** Teen

There's a reason the dragon is in hiding. *Crouching Tiger* tries to bring the epic Chinese film to life in videogame form. The result, sadly, is all but lifeless.

You play as the thief Jen, the bandit Lo, and the warriors Li and Shu. Chopsocky ensues, and not of the good kind. For a game based on a movie with brilliantly choreographed brawls, *Dragon* offers little fluidity. Fighting moves, whether weapons-based or hand-to-hand, all seem stilted and robotic, with no grace to them. Poor collision detection ensures you'll scratch your head, wondering how a particular punch or kick landed when the enemy who threw it is only vaguely in the area of your character. An interesting rhythm-based combo-block system lets you perform multiple parries, leaps, dodges, and rolls, but this too ends up problematic. Your combo blocks begin automatically, even if characters have their backs to a foe (or are running away). Once they've begun, you have to tap L1 until the combo is completed to avoid getting hit, and you can't execute countermoves while blocking—it's just all too mechanistic to be fun.

Dragon also serves up jumping puzzles aplenty, which is odd because the characters in the film could practically fly. Oh, and special thanks go to the famed sadist Marquis de Sade, who devised the game's camera—which delights in not showing players where they're supposed to go.

Greg Orlando

★★

DDRMAX 2

Publisher: Konami
Developer: Konami
MSRP: $3999 **ESRB:** Everyone

It's hard not to look silly when you're frantically hopping around on a *DDR* pad, but the ridicule is perhaps lessened when you're dancing to songs that everyone's at least familiar with. That's the biggest new feature of *MAX2*; you're now treated to tunes from artists like Dirty Vegas and Kylie Minogue, often with their real-life music videos playing in the background. It's just what this series needs to further instill itself into mainstream gaming.

Unfortunately, even with a few trendy hits, many of the tunes are reused tracks from previous installments—and they're not even the best ones at that. This pretty much means one thing: *MAX2* is for *DDR* novices only. It's likely the best version of *DDR* yet—it's the most polished, with arguably the best roster of songs—but it's not all that different from the first *MAX*. Even hardcore fans of the series probably won't see the need to own this latest installment.

That said, for those of you who have yet to join in on the *DDR* fun, this is the version to get. There are lots of cool little items to unlock as you go, and the overall presentation is at its best here. *MAX2* also retains the great Workout mode—it's the perfect way to lose pounds while gaming! Let's just hope Konami will be able to come up with some new gameplay innovations for the next *DDR* installment, not to mention a wider variety of music. Most of those mind-numbing techno tracks make me want to jump off a bridge.

Sam Kennedy

★★★★

DYNASTY TACTICS 2

Publisher: Koei
Developer: Koei
MSRP: $4999 **ESRB:** Teen

If you actually played *Dynasty Tactics* last year (and let's face it, you probably didn't), you likely either loved the game's new take on turn-based tactical strategy or hated its slow pace. *Dynasty Tactics 2* essentially offers more of the same. As a result, the haters will still hate...and the lovers might feel a bit disappointed. But with the basic functions of the original intact, *DT2* is still one heckuva great strategic experience.

The *DT* secret: a Tactical combo system that distinguishes the series from *Final Fantasy Tactics* wannabes (like Koei's own *Saiyuki*). Each unit leader (your hit points are individual soldiers in this game) has a handful of Tactics he can unleash upon the enemy without the risk of a counterattack. Setting off the proper Tactic at the proper time instigates a Tactical combo, with each subsequent strike comparatively stronger than it would be as a first strike on its own. There are few more satisfying gaming moments than annihilating an enemy general with a single seven-string combo. Man, that rocks. This gameplay element, coupled with other unique features (like unit morale dictating movement order), makes the *DT* series worth a look for any fan of the genre.

As far as new features go, however, this sequel doesn't have a lot going for it...hence the inevitable disappointment by those expecting even more greatness than the original has to offer. Getting to choose the badass Lu Bu as a fourth general (in addition to Liu Bei, Cao Cao, and Sun Ce) definitely should excite you Three Kingdoms–lovin' Chinese historians out there, but it does very little to enhance the shoddy storytelling, which remains every bit as 16-bit as before.

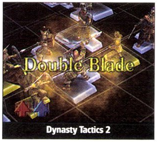
The most significant addition to actual gameplay comes in the form of single-unit Tactical combos, which I have mixed feelings about. On one hand, they are cool and can lead to some true devastation. On the other, they almost make the game too easy.

Take these two enhancements away, though (plus a handful of more minor ones), and you really do have the same slow-paced, thinking-two-steps-ahead game you had last time. This is more like *DT: Special Edition* than *DT2*.

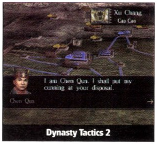
It's hard to recommend this game to anyone who already owns the ultradeep original. But for anyone in the "I never played it, but I think I might like it" camp, this game is an absolute must-play.

Chris Baker

★★★★



Dynasty Tactics 2



I am Chen Qun. I shall put my cunning at your disposal.

Dynasty Tactics 2

LETHAL SKIES II

Publisher: Sammy
Developer: Asmik Ace
MSRP: $3999 **ESRB:** Teen

If there were an award for Most Improved Sequel, *Lethal Skies II* would be a serious contender. Not for its gameplay, sadly, but most definitely for its presentation.

The first game is interesting but pretty clunky, with a near-future story and some nifty sci-fi elements—and a seriously dated look. Now the game's gotten a serious overhaul in the visuals department, and it makes more of a difference than you'd think.

Environments are crisp and detailed, plane models are loaded with realistic nooks and crannies, and the menu screens and interface have an unusually bright, bold look that brings to mind pulp serials. On top of that—and I normally pay little attention to these sorts of things—*Lethal Skies II* boasts some rendered cinemas that are absolutely jaw-dropping. There's a visual style the likes of which I've never seen before—somewhere between hand-drawn watercolor and CG—that I want to see more of.

Also on the topic of visuals, the game does some interesting things with the camera, simulating the way your head would bob and roll if you were actually flying one of these fighter jets.

Unfortunately, the gameplay hasn't changed much from the original. It's still a somewhat awkward mix of arcade and sim, and it's still insanely unbalanced (for some reason I spent about three hours on Mission 4—and I was playing on Easy!). Maybe now that the style's there, *Lethal Skies III* will get the whole formula right.

Joe Rybicki

★★★½

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Renegade.
Hero.

Robin Hood
Prince John

ROBIN HOOD DEFENDER OF THE CROWN

From daring archery ambushes to swashbuckling swordfights, from the battlefield to the jousting field, live the legend of Robin Hood. Use every ounce of cunning, strategy and wit to bring the tyranny of Prince John to an end!

TEEN
T
CONTENT RATED BY ESRB
Suggestive Themes
Violence

PlayStation®2

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OVERHEARD
"My dentist has made me cut down on eating light bulbs."
—Jim Rose of the Jim Rose Circus, who plays Psymon in *SSX Tricky.*

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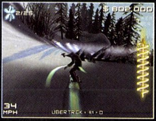

0/30
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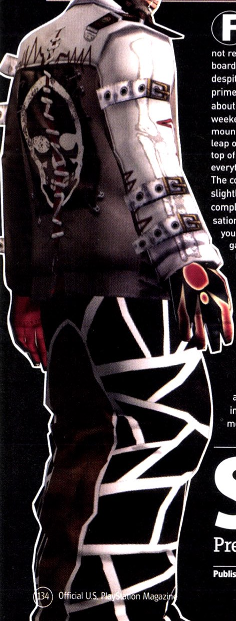


SSX 3

Pretty much exactly what you'd hope for

OFFICIAL U.S. PLAYSTATION MAGAZINE GAME OF THE MONTH

Publisher: EA Sports Big **Developer:** EA Sports Canada **MSRP:** $49.99 **ESRB:** Everyone

Fun. That's what the *SSX* franchise has always been about for me. I'm not really into the whole snowboarding culture thing, and despite living a short drive from prime boarding country, I'm not about to pack up my things this weekend and go hurtle down a mountain. That said, when you leap out of the helicopter at the top of the mountain in this game, everything about it just feels right. The controls, which have been slightly tweaked from *Tricky*, feel completely natural, and the sensation of speed is exactly what you expect. As with the first two games, the sensation of barely being in control of falling down a large mountain is exhilarating—scary, even.

Unlike the previous games, *SSX 3* is much more immersed in what I can only imagine is a more realistic interpretation of snowboard culture. Many of the more fantastical elements and zany characters from *Tricky* are gone; instead we have a bloody big mountain and a bunch of maniacs to give you a feeling of living dangerously.

Thanks to a complete revision of the game's interface, you rarely interact with *SSX 3* through menus. You start out heading down the slopes on your board, and you make most of your choices by traversing the environment. Only upon completing an event are you really forced to make decisions using any kind of menu. The result is a feeling of being free to do pretty much whatever you want.

The story this time centers around a huge *SSX* tournament, and everything about the presentation ties in with this. The soundtrack to the game is Radio Big, which features an impressive playlist of some 33 licensed songs (many of which are exclusive to the game) interspersed with a fairly personable DJ who makes appropriate comments about the competition based on where you are on the mountain and which characters are doing what. If you don't like his ramblings, you can use the cash you earn from winning races and performing tricks to buy tracks that you can use to build personal playlists. If you want to listen to the Unkle mix of Queens of the Stone Age over and over and over, buy the song and you can. It's a simple idea, but it's something I fully expect to see ripped off in numerous other games by this time next year. If you're happy with the radio, you can use your dough to buy accessories and clothing instead. Though it's not quite the level of personalization *THUG* is going to offer, this system does mean you can very quickly make your character unique. EA tells us there are more than 1,000 goodies to buy, which seems more than enough to keep you compulsive hoarders happy.

Aside from the cultural tweaks, the other major improvement here is in the scale of the game. The mountain you're competing on is huge, and the better you get, the more of it you get to see. In places, it's downright beautiful. The Freeride mode (a bonus at the end of *Tricky*, now a mode unto itself) allows for a kind of satisfaction that I can only imagine is like the real sport. It's really quite incredible, and is just one of the many layers of *SSX 3* that makes it worthy of a five-star score.

John Davison

★★★★★

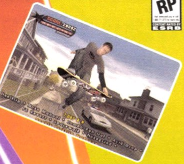
TRY IT ONLINE!

Don't swear too loud

Although EA isn't really shouting about the fact, *SSX 3* is like just about every other game in its lineup in that it can be played online. It's not a huge tournament affair, but two people can hook up and race each other down the slopes just as they would in a split-screen game. For added fun, if you have a headset plugged in, the game keeps the voice channel open at all times and lets you heckle each other for the full duration of the race. There's no need to hold down a Talk button like in *SOCOM*—you just chat, so be careful what you say, especially if you don't know your opponent!

ORDINARY? NOT INTERESTED.

NOT YOUR ORDINARY GAME



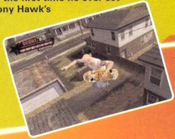
RATING PENDING RP

TONY HAWK'S UNDERGROUND

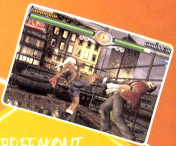
PS2, XBX, GC

The most popular extreme sports series of all time, Tony Hawk's Pro Skater is undergoing a massive overhaul as the developers have decided to cross it with…Grand Theft Auto? Tony Hawk's Underground (the latest game in the series) is redefining what it means to be a sports title. In Underground, players can get off their board and can go anywhere—exploring eight expansive levels on foot or in a vehicle. Go for a joyride or climb to the tops of buildings, all to find new lines to skate or places to drop in from.

Instead of playing as a sponsored skater with legions of fans, players can import a picture of their own face into the game and start literally from scratch. Gamers can create not only their own parks to skate in, but they can even create their own tricks and trade 'em with friends. Tony Hawk was a trailblazer the first time he ever set foot on a skateboard, and Tony Hawk's Underground continues the trend. (Helmet not included.)



BREAK OUT OF THE ORDINARY
Nestle
Butterfinger
bar



SWEET CODES

EVERYONE E

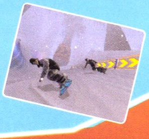
SSX TRICKY

PS2, XBX, GC

SUPER BOOST
Do Uber tricks until the letters (T-R-I-C-K-Y) on top of your Adrenaline Bar are filled in red and your meter will stay full giving you unlimited boost and let you do Uber tricks with no time limit.

CHEAT MODE
At the title screen, hold L1 + R1 and press X, Triangle, Right, Circle, Square, Down, Triangle, Square, Left, Circle, X, Up. Release L1 + R1 and if you entered the code correctly, you will hear a sound. Note: A cheat menu will not appear, but all players, outfits, boards and levels will be unlocked.

FULL STAT POINTS
At the title screen, hold L1 + R1 and press Triangle(2), Right, Triangle(2), Down, X(2), Left, X(2), Up. Release L1 + R1 and if you entered the code correctly, you will hear a sound. All the boarders will now have full stat points.



BREAKOUT TRICKS

TEEN T

VIRTUA FIGHTER 4 EVOLUTION **PS2, XBX, GC**

VF1 MODELS
In Quest Mode, go to the Shop and look in the Other category to buy the VF1 models. After you select your character on the Character Select screen, press and hold P+K to use the old character models in Arcade or VS mode.

RANKINGS
While your rank is still a "kyu," you will earn experience for each of your matches, and will earn a promotion with each 100 experience points.

GAIN ITEM (VARIOUS)
With any character, let your opponent perform reversals on you, and lose the match. If you get hit by more than twice the number of reversals than the number of rounds, you'll pick up some interesting items!

DARE TO LOG ON TO BUTTERFINGER.COM

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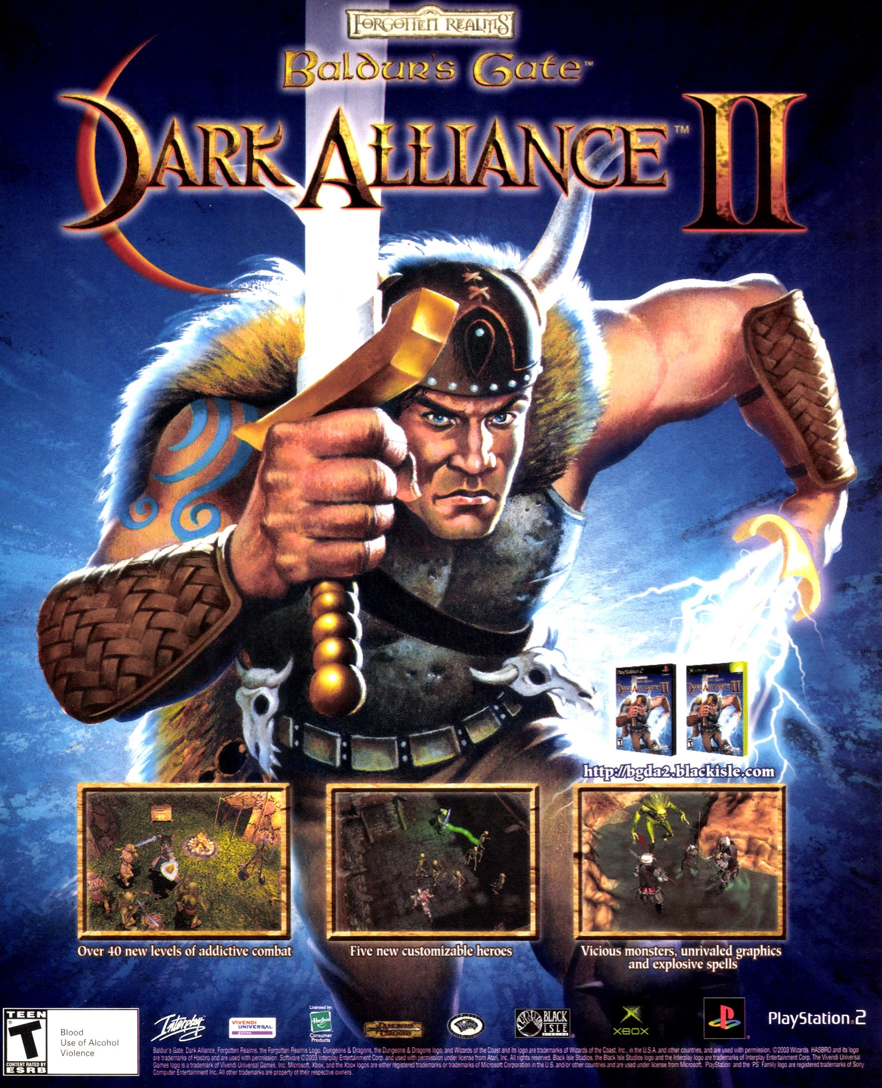
FORGOTTEN REALMS
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Violence
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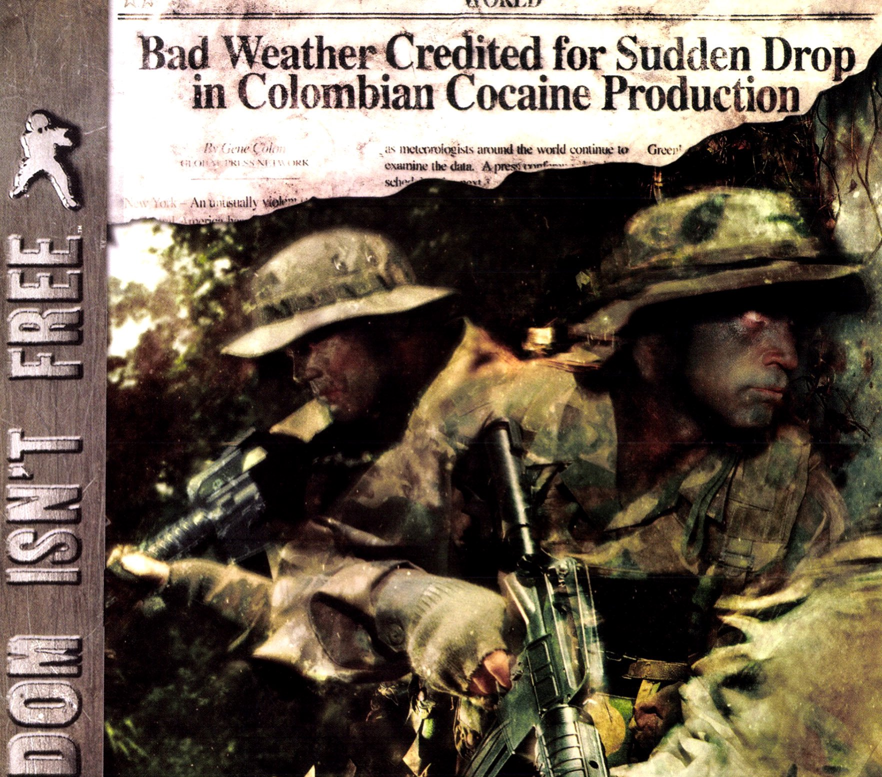
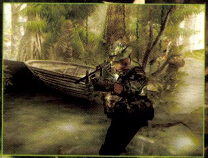

WORLD
Bad Weather Credited for Sudden Drop in Colombian Cocaine Production
By Gene Colon
GLOBAL PRESS NETWORK
as meteorologists around the world continue to examine the data. A press conferen
Green
New York – An unusually violent
America has
FREEDOM ISN'T FREE



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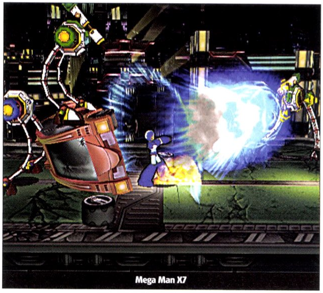
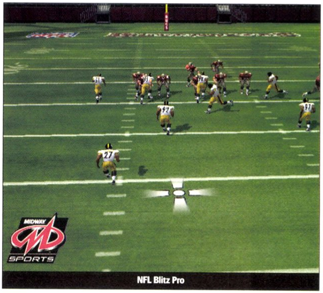
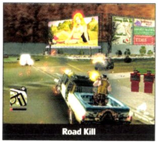
Hut one, hut two, *kill!*

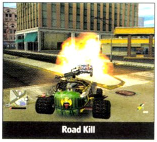
MORE COWBELL!
There's a smattering of licensed music in *Road Kill*. The biggest track: "Don't Fear the Reaper" by Blue Oyster Cult.


Mega Man X7



NFL Blitz Pro


Road Kill


Road Kill

MEGA MAN X7

Publisher: Capcom
Developer: Capcom
MSRP: $3999 **ESRB:** Everyone

Thought that the move to 3D was just what the tired *Mega Man X* series needed? Yeah, so did we. *Mega Man X7* should have been great—check out the recent 3D iterations of *Castlevania*, *Shinobi*, or *Rygar*. Instead, the game ends up feeling like a half-hearted attempt at disguising the dated *Mega Man X* gameplay with a 3D coat of paint. Other than the stylish cel-shaded visuals, there's hardly anything new here. In fact, half of the game is presented in the standard 2D perspective, making the 3D portions seem almost like a cheap gimmick—not to mention a sloppy one, thanks to an utterly busted camera. Seriously, I haven't seen camera problems this bad since the early days of PS1. And I have to ask: Do these 3D sequences really add that much to the game?

Regardless, standard *Mega Man* gameplay (and that signature *Mega Man X* difficulty) I can always live with—some of these other issues I can't. Unskippable cut-scenes: Why? Painful voice acting: Why? Uninspired bosses: WHY? Confusing level design: *WHY?* Come on, Capcom, what's up? It feels like you're just mailing it in these days.

What irritates me the most is that there are times when the game really shines. I totally dig the character-swapping system where you can switch characters on the fly to best make use of their unique abilities (not to mention manage their individual health meters, à la the *Versus* series of fighters). Also, new elements like Zero's shot-reflecting sword and Axl's ability to steal enemy attacks add a lot of depth. If the designers had focused on more of these cool new gameplay enhancements instead of artificially jimmying this 2D franchise into 3D, this could have been exactly what the series needed. As it stands, *Mega Man X7* is merely an average PS2 action game, with occasional—make that rare—hints of more.

IF YOU WANT 3D

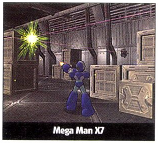
Try *Mega Man Legends* instead

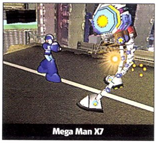
Sure, it may be on PS1, but at least it's a 3D *Mega Man* done right.
★★★★

Whatever the case, this is hardly the treatment the *Mega Man* series deserves on this, its 15th anniversary. For shame, Capcom. For shame.

Sam Kennedy

★★★


Mega Man X7


Mega Man X7

NFL BLITZ PRO

Publisher: Midway
Developer: Midway
MSRP: $4999 **ESRB:** Everyone

The *NFL Blitz* formula hasn't seen much growth in the past few years. With the exception of slight upgrades, the series has pretty much been the same 7-on-7, fast-paced arcade experience since 1998. Midway is perfectly aware of this, and *NFL Blitz Pro* represents its first real attempt to change things up from the same ol' same ol'. The goal: to offer a gameplay experience somewhere between the breakneck arcade pace of past *Blitzes* and the simulation of a *Madden* or *ESPN NFL Football*. It's an interesting and well-intended concept—it just doesn't work very well.

Instituting a pro-like 11-on-11 setup may seem like the logical first step in making the game more realistic, but it really only disorients you more during a play. The 7-on-7 matchups of past games were perfectly suited for the game's accelerated speed—the eight additional players on the field in *Pro* simply make things more difficult to manage.

To further the *Madden*ization of the game, *Pro* features a similar icon-based passing style, replacing the old games' directional approach. Only thing is, it's really hard to complete a pass now—I actually found myself achieving more solid success with the *running game*. That's not supposed to happen in *Blitz*!

You also have a substantially larger selection of plays to choose from. This would be great, but sorting through all these plays really slows down the pace. And pace is why I play *Blitz*.

And really...why am I suddenly having to kick extra points? Talk about slowing things down!

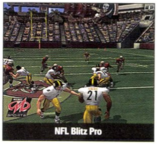
Pro isn't a total loss, however. You'll have fun in a typical game... just not nearly as much as you used to. The closest thing we get to action-packed football comes via Butterfingaz, an unlockable bonus game mode in which every hit yields a fumble. It's an absolute blast in multiplayer and in itself matches the fun factor so well realized by past *Blitzes*. You can even play this mode (plus all others available) online.

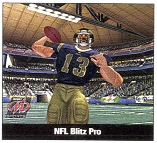
Speaking of the past, after playing a few typical *Pro* games, I started to think maybe I was imagining things—that *Pro* just isn't as fun because I'm tired of *Blitz* or something. But then I popped in the 1998 PS1 original and found myself having a better time.

This was a valiant effort, Midway, but I want my old *Blitz* back.

Chris Baker

★★★


NFL Blitz Pro


NFL Blitz Pro

ROAD KILL

Publisher: Midway
Developer: Midway
MSRP: $4999 **ESRB:** Mature

There's a lot to like about *Road Kill*. Clearly inspired by elements of *Grand Theft Auto*, it manages to be the first major evolution of the car-combat genre we've seen since *Vigilante 8*. *Twisted Metal: Black* fans will get a kick out of the gameplay, and the persistent world with its gang-war narrative makes things more interesting than simply roaming the streets shooting at cars equipped with rocket launchers on their roofs.

Although I wasn't crazy about the postapocalyptic vibe at first, I have to say that the game is actually pretty enjoyable—especially once you hit the halfway point. Thirty missions mix things up from hit-and-run jobs to collection tasks, and they're all linked via a reputation-tracking system that makes the warring factions within the world react differently to you.

I'm no prude, but the thing that spoiled *Road Kill* for me was the fact that it tries too hard with the adult content. I'm fine with swearing in games, but here, it seems gratuitous. Things get a bit overtly sexual, too, especially on one of the in-game radio stations, which is hosted by a sex-crazed girl and a guy so stereotypically gay, I'm sure it'll offend those of you less flamboyant about expressing your preferences in the bedroom. I know it's supposed to be funny in that Big Gay Al kinda way, but it's far from effortless in its execution. The net result is that some of the mature stuff spoils the overall experience, which is a shame.

John Davison

★★★★

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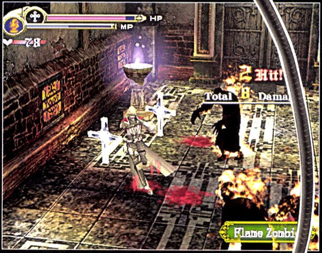
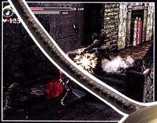
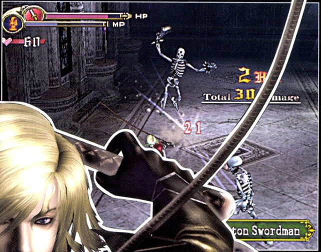
VOICEOVER ALL OVER
Kimberly Forsythe, who played Maria Renard in *Castlevania: Symphony of the Night*, also played Alice in *Bloody Roar 3* and Echidna in *Rygar*.

HP
MP
1 Hit!
Total 10 Damage
Flea Man



HP
2 Hit!
Total 49 Damage





CASTLEVANIA
LAMENT OF INNOCENCE

Dracula and the Belmonts go at it for the first time

Publisher: Konami **Developer:** KCET **MSRP:** $49.99 **ESRB:** Teen

The latest game in the long-running *Castlevania* series has just about every card in the deck stacked against it. It's the first 3D game in the series since the release of the two Nintendo 64 *Castlevania* games, which were rightfully panned. *Lament of Innocence* also has a fixed camera, something that can potentially mar an otherwise enjoyable game. But, despite these and several other factors, *Castlevania: Lament of Innocence* somehow rises above it all and delivers one of the best action-adventure games on the PlayStation 2 this year.

The action part of that equation is worth pointing out simply because it's been executed so well. Despite the lack of a manual camera or a lock-on system for targeting enemies, the combat mechanics in *Lament of Innocence* work wonderfully. You can rely on basic whip combinations for weaker enemies, but at the same time, you're encouraged to try more complex maneuvers—not only to deal with stronger foes but to also learn new and even stronger moves that become incredibly useful later in the game. In addition, the traditional secondary *Castlevania* weapons—such as the cross, crystal, dagger, ax, and holy water—can be worked into these combinations for especially devastating attacks. During all of this, the camera is usually positioned in a useful perspective that hardly ever makes it difficult to see where enemies are, even when the camera is directly facing or closely following Leon Belmont.

It's interesting that the fixed camera really doesn't hinder that game's exploration elements, either. You must occasionally jump around in order to get the camera to pan towards the ceiling of a room, to find hidden balconies or ledges for Leon to climb, but that's the smallest aspect of exploration in the game. The real rewards come by solving puzzles that aren't necessary for completing the game, as well as finding keys scattered throughout the castle, which sounds relatively straightforward but actually requires some backtracking in true *Symphony of the Night* style.

Of course, if you're not a particularly big fan of backtracking, then you'll find it especially painful in *Castlevania*—not because it's tedious, but because of the repetitive level design. Every level in the game has repeating hallways or rooms that look similar to each other, save the difference in enemies and some slight changes in background detail. That's not to say the game looks bad, because it still retains a cool gothic style, and all of Ayame Kojima's art is faithfully reproduced in polygon form. But when you travel through the same room dozens of times, it takes a little fun out of the whole experience.

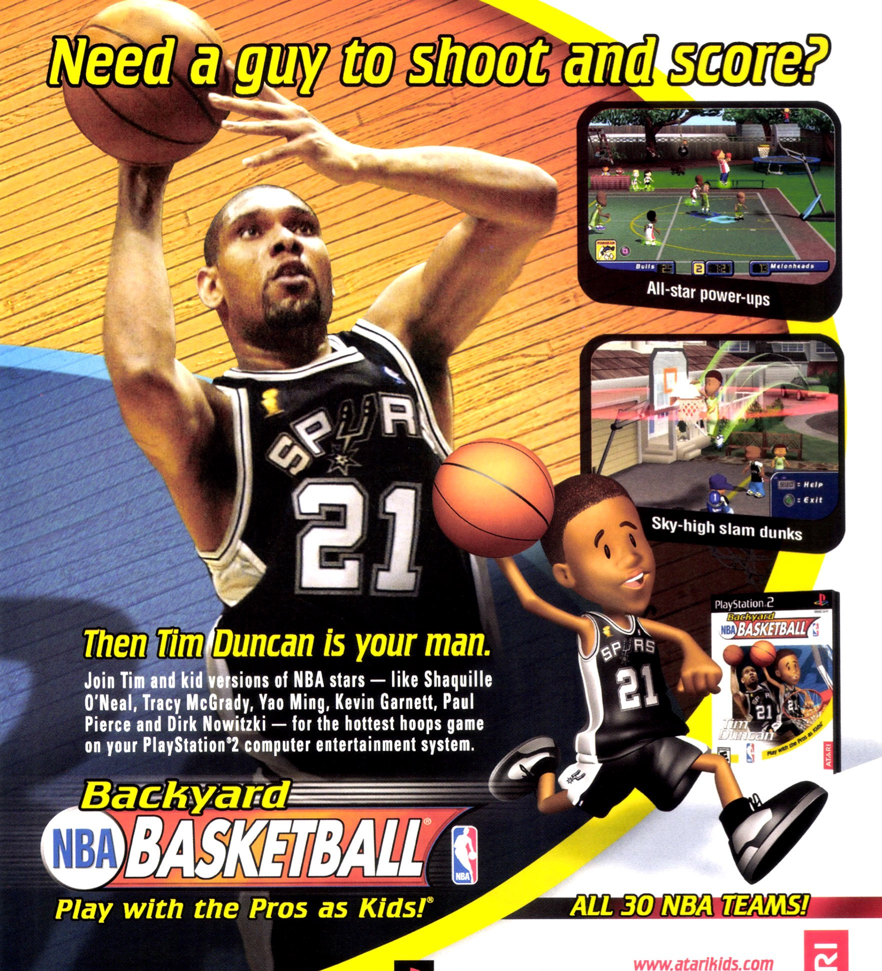
Still, fans of the series will undoubtedly be able to tolerate this. They'll also be the ones most interested in the story, which reveals the origins of the *Castlevania* saga and the conflict between the Belmonts and Dracula. Though the dialogue in the cut-scenes is laughable, the story itself is good enough to hold your interest throughout the game.

At any rate, *Lament of Innocence* serves as proof that a *Castlevania* game can be done in 3D while retaining the essence of the series with great music and gameplay, and a stylized look. There's still room for improvement, but it's a great new beginning.

Giancarlo Varanini

★★★★

Need a guy to shoot and score?



Bulls
Melonheads
All-star power-ups
Select : Help
: Exit
Sky-high slam dunks
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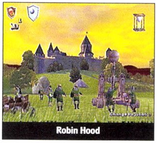
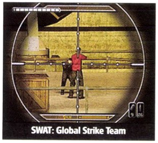
You're either SWAT, or you're not.

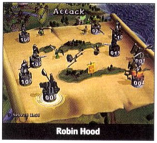
ALL IN THE FAMILY
Justin Fargas, rookie running back for the Oakland Raiders, is the son of Antonio "Huggy Bear" Fargas of *Starsky* fame.


Robin Hood

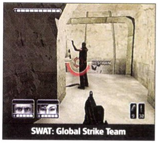
Starsky & Hutch


SWAT: Global Strike Team

Time Crisis 3


Robin Hood

Starsky & Hutch


SWAT: Global Strike Team

ROBIN HOOD: DEFENDER OF THE CROWN

Publisher: Capcom
Developer: Cinemaware
MSRP: $39.99 **ESRB:** Teen

I started off liking *Robin Hood* a lot. I was a fan of the original *Defender of the Crown*, and Cinemaware has taken the simplistic strategy of the original, beefed it up, and added a deeper story and great voice work.

Then I got my ass kicked. Prince John waltzed right into my home castle and destroyed me.

I had saved at a fairly recent point where I'd amassed a substantial chunk of gold and a good amount of property, so I reloaded the save and tried a different tactic, bolstering defenses in all my outlying territories to prevent invasion.

And I got my ass kicked.

So I tried again, building up my home base first, then putting together a huge invading army and taking over one of my neighbors' home castles.

On the next turn, I got my ass kicked.

I raided enemy strongholds to build up gold...and got my ass kicked. So I hosted a tournament to try to win some gold. I got my ass kicked at the tournament, then went home and got my ass kicked.

Every time I tried to hold more than my home territory, my opponents would spend every round attacking me. Not each other—always me. The result? I got my ass kicked.

I feel like there's a very specific approach I should be taking, but I can't figure out what it is. That's not good game design. Look, I appreciate a challenge as much as the next guy, but frankly, I'm tired of getting my ass kicked.

Joe Rybicki

★★½

STARSKY & HUTCH

Publisher: Empire Interactive
Developer: Minds Eye Productions
MSRP: $19.99 **ESRB:** Teen

Starsky & Hutch manages to both pose and answer a dubious question: Is gaming enhanced by the presence of a digital Huggy Bear? Nope.

Starsky & Hutch positions itself as a frantic car-chase shooter with plenty of jive. Unfortunately, what you actually end up with is an uninteresting, repetitive driving/shooting game with unfunny quips and painfully bad cut-scenes.

The chases are repetitive because your chasee follows the exact same path every time. The chase devolves into an exercise in patterning instead of interesting pursuing. Escort missions are designed to break up the repetitive car-chase gameplay, but these end up being even more frustrating since you tend to escort complete idiots who either get caught on weird intersections or repeatedly ram themselves into exploding barrels or traps. And in between missions, you're treated to barely animated cut-scenes that make *Pokémon* look like *The Lion King*. There are unlockable cars and whatnot, but honestly, who cares?

The game improves slightly when you go all out with a steering wheel and Guncon in two-player Co-op mode—slightly because the Guncon lets you more accurately target power-ups and enemies—but that's about it. Really, the overall experience is improved because you and your buddy are busy laughing at the game, rather than with it.

Thierry Nguyen

★★

SWAT: GLOBAL STRIKE TEAM

Publisher: Vivendi Universal
Developer: Argonaut
MSRP: $49.99 **ESRB:** Mature

SWAT: Global Strike Team is tailor-made for gamers who love watching scenes in cop shows where someone yells "BREACH!" and then burly armed policemen storm into a room to save the day while the yeller safely stands back.

SWAT: GST is an entry-level tactical sim, à la the *Rainbow Six* series, in which you travel the world (the game is set in the future, remember, which is why SWAT has jurisdiction outside L.A.) and complete missions ranging from hostage rescues to bomb defusals. You're always accompanied by your tech guy, and occasionally by your sniper. *SWAT: GST* lets you command both officers and suspects via the USB headset, whether you're telling your tech to breach the door, telling your sniper to take someone down, or yelling at a suspect to drop his weapon. In fact, it's often better (although audibly dorkier if you're not playing alone) to use the headset, since suspects are more compliant when they hear voice commands than they are when you repeatedly mash the Compliance button.

With or without the headset, *SWAT: GST* is a competent shooter for gamers not quite ready for *Rainbow Six*—despite the questionable feature of essentially letting you command your team to do everything required, which almost means you're having the A.I. finish the game for you. And your friends can make fun of you for yelling "DOWN!" "BREACH!" and "USE!" while you're sitting on your couch.

Thierry Nguyen

★★★

TIME CRISIS 3

Publisher: Namco
Developer: Namco
MSRP: $39.99, $59.99 (w/ gun) **ESRB:** Teen

Time Crisis rocks. Any light-gun slinger knows that. Over the past few years, it's established itself as gaming's premier gun-peripheral series. *Time Crisis 3* only furthers the series' dominance with gameplay that holds up every bit as well as *Time Crisis II*'s while offering a lot more of it.

You know the setup: As part of a superduo out to free some imaginary nation from an army of highly armed generic terrorists, the single-person Story mode takes you down one of two on-rails paths as you blast away at pretty much anything that moves. In order to defend yourself, you can duck and cover using the bottom button on the Guncon2, popping out when you know you've got some clear shots. New to *TC3*, you can now choose your secondary weapons (machine gun, shotgun, grenades) on the fly by shooting offscreen.

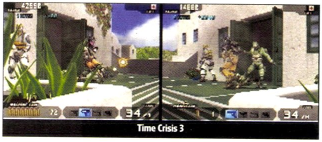
Just like before, the action comes at you at a frenetic pace that never lets up. One minute you're at a Normandy Beach–type setting, shooting at paratroopers before they can land and shoot at you. The next you're in a high-speed jeep chase where you can either take out all assailants or just blast each car to bits. Later on, enemies fire at you as they fall hundreds of feet from a crashed train car in a scene reminiscent of *Titanic*'s big ship split. There may only be 40 minutes of action from beginning to end (you'll spend a few hours more getting good enough to do so), but the process exhausts you. Then you can do it all again from Player 2's perspective, offering a slightly different route.

The real bonus, though? You can open an entirely new game! Not just a few bonus levels, mind you—these are 14 stages you didn't play in arcades. Based around the girl who pops up here and there to assist the glory boys in Arcade mode, this game even offers new weapons like the kick-ass sniper rifle. It's just a little frustrating you can't continue from the spot you died like you can with the dudes—you've gotta start back at the beginning of the level, which makes things tough.

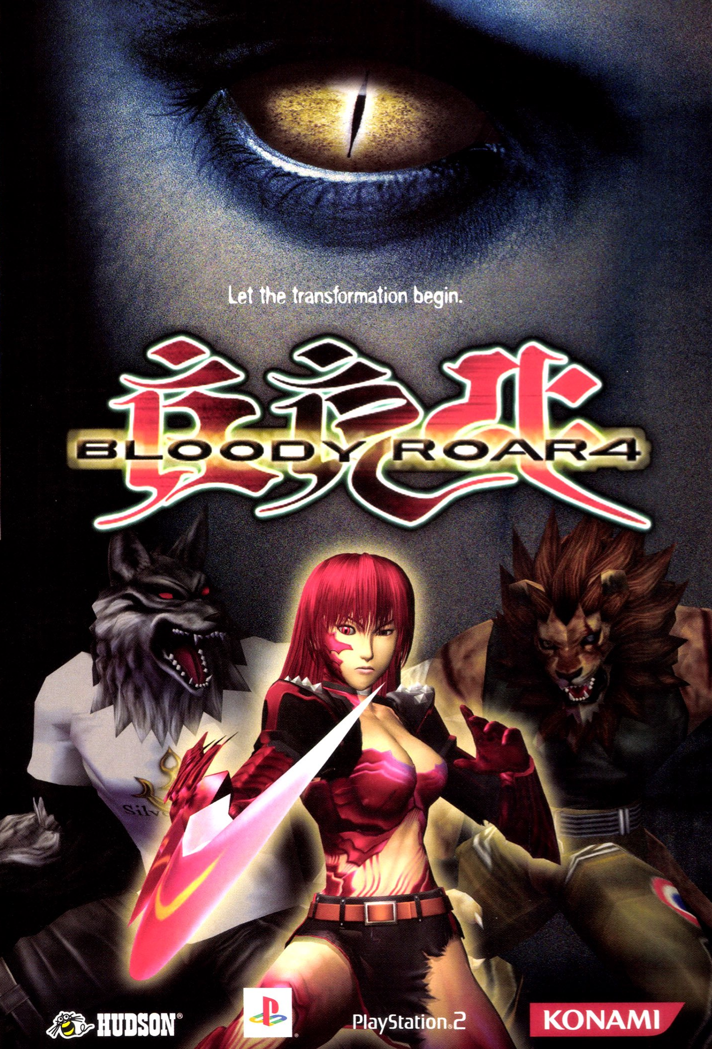
It's hard to cite many other down points to *TC3* save this one: Unless you use the i.Link function with two televisions (practical? Nope!), two-player action involves two tiny squares on your screen with some mega-letterboxing going on (see below). Without a humongous screen, *TC3* only works as a solo affair. Thankfully, it's one sweet solo affair!

Chris Baker

★★★★½


Time Crisis 3

2HITS
68
31
31
PRESS START



You're no longer human. Animal instinct takes over. You're a vicious beast and you're out for blood. Bloody Roar 4, the original beast brawler is back and it's darker and more ferocious than ever. You're in for a brutal, bloody fight. Built on a new 3D combat system, Bloody Roar 4 has new characters, deadlier combos, faster action and the ability to customize your fighters. Show no mercy as you claw your way to the top.

MATURE 17+
M
Blood
Violence
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PLEASE DON'T STALK US
The dungeon you see being built on this page is roughly based on our office layout. The room with the stained glass is John's office.

RPG MAKER 2

You start your second job...now

Publisher: Agetec **Developer:** Enterbrain **MSRP:** $49.99 **ESRB:** Everyone

WARNING: When you first boot up *RPG Maker 2*, your brain will want to explode. Your eyes will glaze over, your pulse will drop, and you will suddenly find yourself with an almost inescapable urge to find a dark corner, curl up in it, and weep silently.

Do not be alarmed. This is a normal reaction brought on by information overload. It will pass—as long as you read the 60-page manual from cover to cover. Let me reiterate: You must, must, *must* read the manual. It might help to read it a few times. Sleep on it and read it again. Be absolutely certain to follow along with the training exercises within. You ignore this advice at your own peril. Please don't think this is one of those games that you can just pick up as you go along. It isn't. Trust me.

That caveat aside, the question remains: Does *RPG Maker 2* live up to its promise as a powerful and easy-to-use design tool? Well, yes and no. In some ways, the game...er, application...er, whatever the hell it is...is a huge advance over the first *RPG Maker*. The move to 3D adds a whole new, well, *dimension* to the product. You can make dungeons with real depth, terraced towns, mountainous regions, or deep canyons. (And let's not underestimate the value of a real overworld map, allowing freedom of movement by boat, balloon, horse, or whatnot.)

But moving to 3D also adds a new layer of complexity to an already mind-bogglingly complex game. Now, you have to pick textures for each surface of each block in a building or dungeon. You have to manage height and depth for every object you place. You have to take care with line of sight so you don't hide important items or characters from the player's view. And you have to do it all with surprisingly stringent memory constraints.

All this comes on top of a construction system complex enough to bring even the most antisocial, basement-dwelling shut-in to his knees in frustration. You can't create characters who have conversations, for example; you have to create "models" for "events," design "scripts" to assign to those events, set conditions for the script to be executed, then place the event with the script attached to an environment.

Before you get indignant, let me point out that yes, all this complexity means you can do a hell of a lot more with *RPG Maker 2* than you can with *RPG Maker*. You really can build an entire RPG from scratch—a *real* RPG. (It's a real *ugly* RPG, but still.)

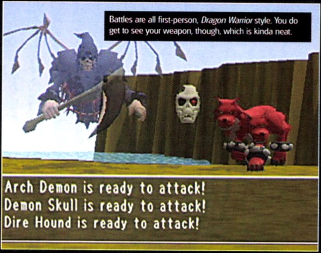
The problem is, I can't help thinking that if the designers had sat down and really thought about common RPG elements, simple templates could have been created (like, oh, I dunno, "character" or "conversation" or "room" or "quest") that would have drastically improved the overcomplex interface.

Ironically, the one deep editing tool I was hoping for isn't here: You can't change the look of the hideous, superdeformed characters, not one bit. You can't make your own textures or do much at all in the way of art. With everything else so deep, it seems almost an insult to be so restricted with regard to the visual style.

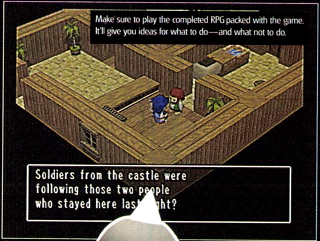
I don't want to be too negative; it is indeed remarkable that such a powerful tool is so easily available to anyone with an inkling to get into game design. I just want to make sure you know what you're getting yourself into. This ain't no walk in the park. This is *work*. Consider yourself warned.

Joe Rybicki

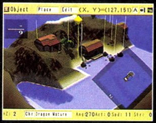
★★★½

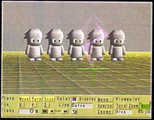

Battles are all first-person, *Dragon Warrior* style. You do get to see your weapon, though, which is kinda neat.

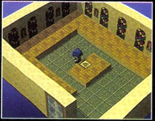
Arch Demon is ready to attack!
Demon Skull is ready to attack!
Dire Hound is ready to attack!

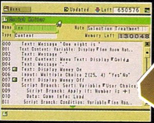

Make sure to play the completed RPG packed with the game. It'll give you ideas for what to do—and what not to do.

Soldiers from the castle were following those two people who stayed here last night?









Name Inn
Note Selection Treatment
Type Content
Memory Left 130048

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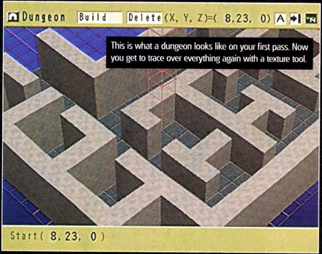
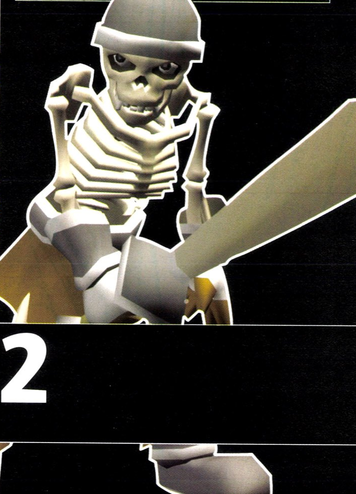
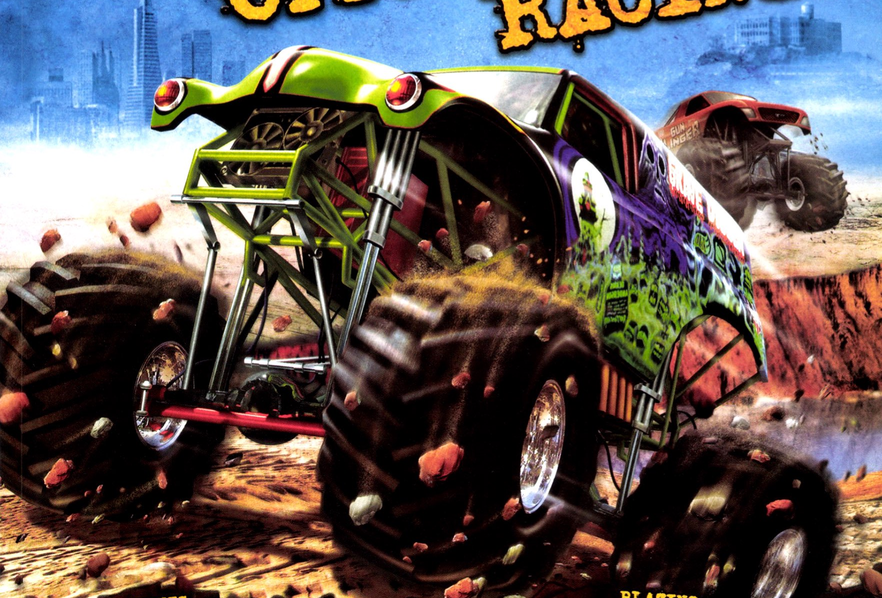
000    Text: Message "One night is "
001   Text Content: Variable: Display『Inn Room Rat..
002    Text: Message " "
003    Text Content: Menu Text: Display『Gold』
004    Text: Message "."
005    Text: Display Money On
006    Input: Multiple Choice 2(25, 4) "Yes"No"
007    Text: Display Money Off
008    Script Branch: Sort: Variable『User Choice』
009      Script Branch: Apply If: Number is +1
010      Data: Game Info: Load
011     Script Branch: Condition: Variable『Inn Roo..
```



This is what a dungeon looks like on your first pass. Now you get to trace over everything again with a texture tool.

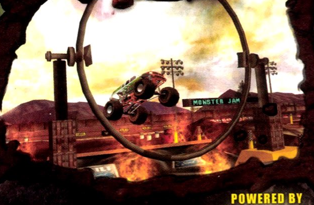


BIG. OFFROAD. RACING.



TONS OF TITANIC TRUCKS

MONSTER JUMPS AND STUNTS



BLAZING HEAD-TO-HEAD RACING

MONSTER 4x4
MASTERS OF METAL

EVERYONE E CONTENT RATED BY ESRB | Violence

PlayStation 2

NINTENDO GAMECUBE

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www.monster4x4.com

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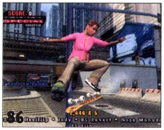
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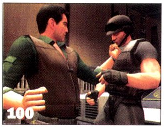
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REGULAR BITS

17 DEMO DISC
What other mag lets you get your hands on PS2 games before they're released?

24 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

34 SPIN
Killzone, *MGS3*, *Lord of the Rings*. Not enough for ya? How about *Harry Potter* and wrestling, too!

150 REPLAY
A whopping 18 pages of tricks, strategies, and archived reviews. You bought it, we've got it covered.

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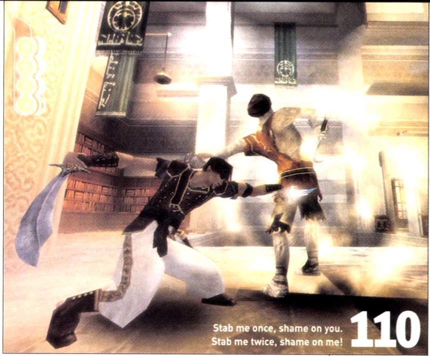
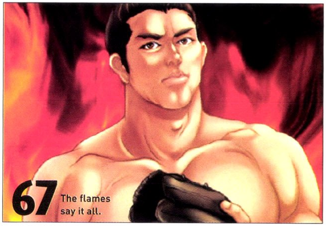

Stab me once, shame on you. Stab me twice, shame on me! 110


67 The flames say it all.

Now you can confirm what we've known since E3: *Prince of Persia* is the berries. Try it out on the disc!

PlayStation
KILL ZONE
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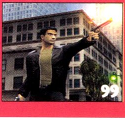
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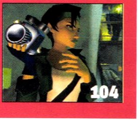
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OVERHEARD
"USB is a rising trend." –1999 *PC World* article about the GameCam, a $130 Eye Toy–like product for PC. The GameCam quickly disappeared, but USB is still going strong.

EYE TOY

You are the controller

Manufacturer: Sony CEA **MSRP:** $49.99

Eye Toy is many things to many people. As one of the most unusual peripherals ever released, it's certain to evoke a wide variety of reactions. With that in mind, we made sure each editor had a chance to get some time in the eye of Eye Toy. Here are our impressions.

There's something strangely addictive about batting a soccer ball around in *Keep Ups* and trying to knock monkeys out of windows by punting the ball at them. Like so much about the Eye Toy, it's the simplicity of it that works; that's what will undoubtedly make this thing the ultimate party toy. Even though it made me feel a bit silly, cuz I'm not much of a dancer, I did sort of enjoy the Simon-style gameplay of *Boogie Down*. Eye Toy will definitely change the way some people look at videogames. You may find it a bit simple, but there are lots of people who will learn to appreciate games because of it.
John Davison

So, I'm waving my arms around, flailing about like a complete ass, mildly self-conscious yet mostly unconcerned, having a grand time...washing windows? Yep. Despite being a domestic god, I've never loved cleaning windows—until now. *Wishi Washi*'s surreal blend of banjo music and dirt removal is a totally silly blast. Even better? *Plate Spinner*, if only because it tosses some plucky primates into the mix. Still, Eye Toy is merely a gimmicky gadget right now, in desperate need of some serious applications. I love it, but partly because I can't wait to see what comes next.
Gary Steinman

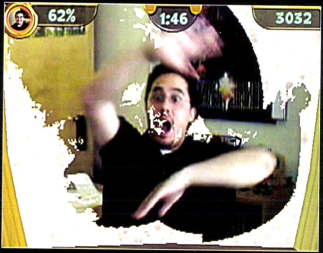
I expected Eye Toy to be one of those neat ideas that fails miserably in practice, but it's much cooler than I expected. Sure, there are some duds: *Slap Stream* could use a good slapping, for example. But setting off fireworks in *Rocket Rumble* or frantically keeping spaceships airborne in *UFO Juggler* offers a glimpse of what the future of gaming might look like. If I had to rate this solely on the strength of these games, it would probably get a 2.5. But there's enough potential here to earn the Eye Toy 5 stars, easy.
Joe Rybicki

PLAYTIME

The best games aren't even games
Some of the best features of the Eye Toy: *Play* disc are the freeform joyrides in the Playroom. Some are interactive, like a swarm of bees that chases you or a screenful of bubbles that reflect your mug in real time. But the best are the whacked-out video modes: Nervous mode will give you the heebie-jeebies late at night (think of the videos for Tool's "Sober" or Peter Gabriel's "Sledgehammer" and you'll get the idea), Copycat is oddly unsettling, and Materialize is just plain awesome. Turn any of these modes on at your next party and you *will* be the most popular person on your block. Especially if the people on your block are potheads.

At least by name association, I think the game that most excited me about Eye Toy was *Boxing Chump*—I was all psyched for a first-person *Punch-Out!!*. Needless to say, the side-view perspective disappoints me, but I do enjoy flailing away with a flurry of furious punches at the hapless generic onscreen robot. Blocking just flat-out doesn't work, but you feel good about yourself when you manage to perfectly time a backward movement that makes ol' metalhead miss. *Ghost Catcher* doesn't have quite the same fun factor as you try to "pop" ghosts by basically speedtyping into midair. You'll enjoy it a time or two, then quickly go back to *Boxing Chump*.
Chris Baker

While *Kung Foo* is one of the signature Eye Toy games, it's also the simplest: Just hit ninjas. At first it's pretty goofy and fun, but its simplicity starts wearing thin. *Slap Stream*, while improving on the "hit things" formula by adding bunnies, resembles a poor man's *Virtua Cop*, since instead of shooting baddies and not shooting civvies, you're slapping non-bunnies and not slapping bunnies. The "smack things" oeuvre is, as expected, not a particularly deep one, but while the games themselves aren't great, they still provide plentiful party entertainment. The Eye Toy has potential to go beyond these weak minigames, and overall, I'd give it 4 stars.
Thierry Nguyen

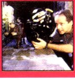


Even though I feel like a complete jackass when using the Eye Toy, I can definitely see its potential, at least for rhythm games like *Beat Freak*. Even though it's incredibly simplistic, *Beat Freak* has *Samba De Amigo*–like feel and gameplay mechanics. Conversely, a game like *Mirror Time* just doesn't do it for me. Its novelty feature is that it flips your image on the screen so you have to think twice about which hand or appendage to use, but it's still a boring balloon-popping game. Kids will probably love it, but adults probably won't.
Giancarlo Varanini

The general consensus seems to be a cautious optimism about what Eye Toy has in store for the future. If game designers manage to deliver on the potential, it could be the greatest invention ever—but that's a big if. While the games on the Play disc are little more than good party diversions, we can't really penalize a peripheral for the demos it ships with. And there's no denying that, as a peripheral, the Eye Toy certainly deserves to be noticed.

★★★★½

EYE TOY
PlayStation 2

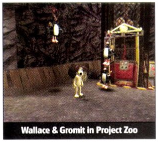


HE KICKED THE HABIT

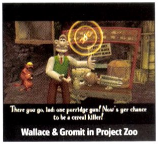
Nick Park, creator of *Wallace & Gromit*, animated Peter Gabriel's "Sledgehammer" video.

ORKS IN SPAAAAAAAAACE!

In the *Warhammer 40,000* universe, orks have mastered space travel and use laser guns. A far cry from Tolkien's fantasy orcs.



Wallace & Gromit in Project Zoo


There you go, lad: one porridge gun! Now's yer chance to be a cereal killer!

Wallace & Gromit in Project Zoo

WALLACE & GROMIT IN PROJECT ZOO

Publisher: Bam Entertainment

Developer: Frontier

MSRP: $3999 **ESRB:** Everyone

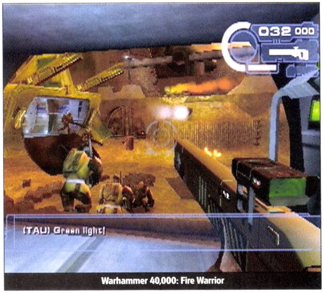
Wallace & Gromit in Project Zoo has to have the quirkiest timing for a game based on a licensed property. The film won't be out until 2005, but the animation shorts aired in the '90s—so *Project Zoo* is something between cashing in on '80s nostalgia (à la *Transformers*) and cashing in on a movie. Unlike most licensed games, *Project Zoo* doesn't suck, but alas, it's just an unremarkable game.

The journey in the zoo to thwart Feathers McGraw makes sense as a platformer, since Gromit already does a lot of legwork and Wallace bumbles around, inventing things. The basic premise: You're solving puzzles to free various baby animals. The zoo setting provides such levels as a jungle, a mine whose presence is questionable, and the requisite snow area. Sticking to the *Wallace & Gromit* scheme, Wallace makes gadgets and weapons that are often the key to solving many of the puzzles within a certain level. The generally solid puzzles are hindered by the occasional need to backtrack to find elusive tools (in order to fix puzzle items) and the constant uncertainty of how to proceed (like not knowing how to make a necessary item).

It's a game that feels average—it doesn't do anything astounding, yet it doesn't do anything offensive. It's a solid platformer that looks good and plays all right. With the added bonus of mechanical penguins.

Thierry Nguyen

★★★



Warhammer 40,000: Fire Warrior

WARHAMMER 40,000: FIRE WARRIOR

Publisher: THQ

Developer: Kuju

MSRP: $4999 **ESRB:** Mature

One can easily argue that much of sci-fi gaming is borrowed from Games Workshop's board game *Warhammer: 40,000*. *StarCraft*'s Protoss and Zerg eerily echo *Warhammer 40K*'s Eldar and Tyranid, and just about any sci-fi shooter utilizing a space marine owes homage to *Warhammer 40K*'s meticulously painted pewter space-marines miniatures.

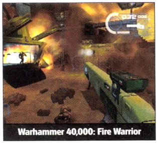
So it's quite ironic that a game based on a license that is the progenitor of sci-fi gaming ends up feeling like a kludgy, mediocre hodgepodge of better sci-fi shooters. Never mind the semi-interesting twist of casting you as an Asian-sounding alien soldier (a Tau) fighting against the iconic space marines, the rest of the game feels generic. You're constantly thinking, "Oh, this is from X, and this is from Y" as you play. The opening level, where you're dropped off of a transport into some trenches while enemy vehicles and firepower roar and crackle above and around you? You don't need a medal of honor to spot the intended mood there. When the infamous chaos marines make an appearance and the levels start looking like a meld of generic industrial and generic lava textures (resulting in a spaceship-cum-lava level), you're suddenly reminded of seeing this in *Quake II* years ago.

When said chaos marines become your primary enemy, the game suffers by being artificially difficult. Each chaos marine carries a gun that can easily kill you in two hits, while they take about seven shots to kill. And once you encounter them, you fight almost no other type of enemy. So rather than challenging you with enemies that have a sharper A.I., you're usually tasked with avoiding the marines insanely powerful rockets in narrow spaces or hoping your trigger finger is faster than theirs. Oh yeah, the marines teleport in without warning—five will suddenly pop in, leaving you to rely on either sheer luck or the reload option. Deathmatch and Capture the Flag gameplay in multiplayer (there's no voice-chat support) is, as you guessed, mediocre.

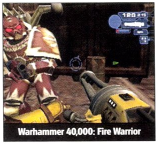
I guess diehard *Warhammer 40K* fans with a secretive masochism streak will gobble this up, generic gameplay, unbalanced enemies, and all. For everyone else, it's been there, done that—despite *Warhammer* being the first to do it.

Thierry Nguyen

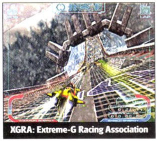
★★½



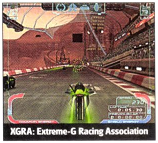
Warhammer 40,000: Fire Warrior



Warhammer 40,000: Fire Warrior



XGRA: Extreme-G Racing Association



XGRA: Extreme-G Racing Association

XGRA: EXTREME-G RACING ASSOCIATION

Publisher: Acclaim

Developer: Acclaim

MSRP: $4999 **ESRB:** Rating Pending

The *Extreme-G* series has certainly had its ups and downs since its debut on N64 in 1997. But with *XGRA*, the racing franchise has finally come into its own and can now be counted alongside games like *F-Zero* and *Wipeout* as one of the futuristic-racing genre's defining titles.

It's not that *XGRA* does anything particularly unique—it's just that the game is so thoroughly polished. You turn it on and everything feels right; the music, graphics, and even the menu system all complement each other perfectly. And the little touches—like the sound effects going completely silent when you reach a track's zero-grav area—really add to the whole experience.

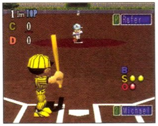
The racing itself is superfast, with twists and turns that get on you faster than Anna Nicole Smith on a Big Mac. But the control is so tight that it takes only a bit of practice to deal with the ridiculously high speeds and technical tracks. The only problem I had was with targeting and destroying specific competitors, but I could feel myself getting better at it the more I played. And there's nothing wrong with having to build your skills up a little bit, right?

My only real complaint about *XGRA* is that too few bikes compete in each race. The way the game is now, you don't get the feeling of racing in a pack. The inclusion of a bunch more racers would add a whole new dimension to an otherwise excellent experience.

Greg Sewart

★★★★½

PS1 Quick Hits



BIG LEAGUE SLUGGER BASEBALL

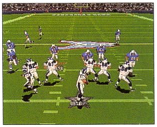
Publisher: Agetec/A1 Games

Developer: Nowpro

MSRP: $999 **ESRB:** Everyone

Not since 1985's *Baseball* have we relived the heated rivalry that is Team C vs. Team D. And not since, well, *ever* has music you can't turn off sucked so badly. *Slugger*'s only saving grace: fun *R.B.I.* play. **–C.B.**

★½



MADDEN NFL 2004

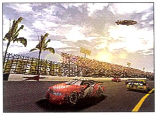
Publisher: EA Sports

Developer: Budcat Creations/Tiburon

MSRP: $2999 **ESRB:** Everyone

Believe it or not, there's actually a lot here for the football fan who doesn't quite have the cash for a PS2—even all kinds of added goodies like Madden Cards and Classic mode, which plays 16-bit style. Some solid gameplay, too. **–C.B.**

★★★★



NASCAR THUNDER 2004

Publisher: EA Sports

Developer: Budcat Creations

MSRP: $2999 **ESRB:** Everyone

If you're still using a PS1 to fulfill your NASCAR needs, it's time to trade up. *Thunder 2004* has a decent enough selection of tracks and drivers, but the control is awful. The steering is more sensitive than your girlfriend is about her weight. Avoid. **–Greg Sewart**

★½

Where's Lester Holt when you need him?

THE NEXT CHAPTER
In 2004, Gotham plans to release *Conflict: Missing Presumed Dead*. This time, the action will be set during the Vietnam War.

RetroCON

RETROCON

Manufacturer: MadCatz
MSRP: $2499

If you'd have told me a few months ago that I'd actually consider buying a controller solely because it looks so damn cool, I'd have told you that you were on crack. But I have to say, if ever there was a controller worth picking up purely on stylistic grounds, the RetroCON is most definitely it.

GO OLD SCHOOL

RetroCON: ideal for classic remakes

Arc the Lad Collection	★★★★
Final Fantasy Anthology	★★★★½
Final Fantasy Chronicles	★★★★
Final Fantasy Origins	★★★½
Lunar: Silver Star Story Comp.	★★★★
Metal Slug X	★★★★
R-Types	★★★½

Styled to resemble an original NES controller, this thing looks like a carpal-tunnel inducing monster—but, astonishingly, it's not. Just to make sure I wasn't crazy, I passed it around to anyone who came near my cube, and all agreed that it's a lot more comfortable than it looks. The tiny analog sticks have excellent response, as do all the buttons (which, I should add, are lit from below in different colors—definitely very cool). My only significant complaint arises from the shoulder buttons, which are crammed next to each other on the top of this ultraslim pad. Those with big hands run the risk of some cramping in games that require a lot of shoulder-button action.

The old-school controllers were the opposite of ergonomic, and in imitating them, this pad certainly isn't the most comfortable on the market. But I will say this: It's definitely one of the coolest.

Joe Rybicki

★★★★

PS1 Quick Hits

NFL GAMEDAY 2004

Publisher: Sony CEA
Developer: RedZone/989 Sports
MSRP: $2999 **ESRB:** Everyone

You want old school? What other football game these days makes you hit X before you throw a pass? *GameDay* for PS1 keeps it real! Real, real boring. It's the same freakin' game it's been since 1998 with new rosters. That's it. **–C.B.**

★★

PHIX: THE ADVENTURE

Publisher: Agetec
Developer: Affect
MSRP: $999 **ESRB:** Everyone

With a lead character that looks like it was sketched in a Rainbow Brite notebook by a 9-year-old girl wearing a unicorn T-shirt, *Phix* isn't off to a good start. Using magnets as a gameplay element only makes things much worse. **–G.S.**

★½

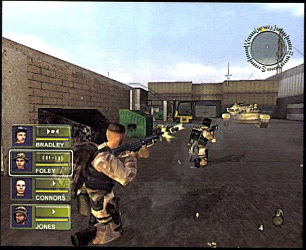
PS2 Hardware

LUMICON

Manufacturer: MadCatz
MSRP: $1999

This is a fairly standard pad, with good button response and a raised D-pad that's ideal for fighting games. Oh yeah, and it lights up. A soothing glow suffuses the unit, with spotlighting on the face buttons. For people who, you know, play in the dark. Er, yeah. **–J.R.**

★★★½



CONFLICT: DESERT STORM II–BACK TO BAGHDAD

Squad-based action for the masses

Publisher: Gotham Games
Developer: Sci/Pivotal
MSRP: $4999 **ESRB:** Teen

Despite the relative sensitivity of the subject matter, Gotham Games has seen fit to develop *Desert Storm II—Back to Baghdad*, a follow-up to its squad-based shooter *Conflict: Desert Storm*. The experience of controlling a small group of soldiers in different urban-combat situations is more enjoyable and a little more realistic this time around—even though that's not exactly a huge accomplishment.

The level design prevents the game from being one of the better console squad-based shooters.

As an elite squad of British SAS or U.S. Delta Force soldiers, you're charged with undertaking a series of missions in Iraq during the (first) Gulf War. The objectives range from assaults on Iraqi strongholds to escort and stealth missions in which the difficulty is directly related to your ability to prevent Iraqi troops from sounding alarms. This mission variety is definitely one of *Back to Baghdad*'s stronger characteristics.

But the level design ultimately prevents the game from being one of the better console squad-based shooters. While the objectives remain clear, the way to complete them is not entirely intuitive, resulting in quite a bit of trial and error that will prove frustrating for most, especially since there's a limited in-game save feature. Admittedly, this structure for playing the game both detracts and adds to the tactical element in the sense that you can use a run-and-gun-style strategy to learn enemy and object placement, which will help you plot out a better strategy the next time, thus significantly increasing your chances of performing well in subsequent attempts.

Such strategies encourage you to place different squad members at various points where they can lay down suppressive fire or watch for snipers lurking on the rooftops—in certain situations, this is key. But since the enemy A.I. and the A.I. of your teammates isn't of the highest quality, it's often better to keep the squad together and simply barrel down the streets with guns blazing while taking time to heal when needed.

As far as the graphics are concerned, *Back to Baghdad* isn't the most technically impressive game, but it's successful in recreating an Iraqi urban-warfare environment. You'll see collapsed buildings, a variety of explosions, dust storms, and even an occasional jet fly overhead. However, none of these are particularly awe inspiring, including the enemy and squad-member character models, which only look marginally better than in the previous game.

When it comes down to it, *Back to Baghdad* is an all-around solid game with a few lapses in A.I. and level design, and the addition of a two-player splitscreen cooperative mode makes it definitely worth a rental for anyone craving some squad-based action.

Giancarlo Varanini

★★★

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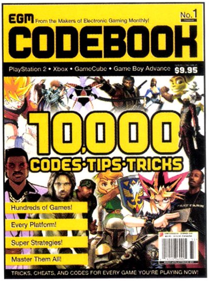
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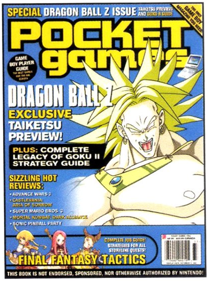
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REPLAY

Making you good with your game.

Illustration by wayshak

152
SOUL CALIBUR II
Hashing it out with Heihachi

Last month, we helped you learn moves for two all-new characters. This month, we help you master the one exclusive PS2 character and his lethal hands.

INSIDE REPLAY

154
Madden NFL 2004
More *Madden* madness. This time, it's online.

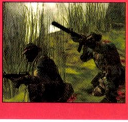
156
Freedom Fighters
Overthrowing godless commies in New York is hard, so we got some help from the developers on the tricky parts.

PS2 Games
160 .hack//OUTBREAK
151 Downhill Domination
162 Final Fantasy X
151 Grand Theft Auto: Vice City
155 NCAA Football 2004
164 Reader Reviews
167 Rewind
158 SOCOM: U.S. Navy SEALs

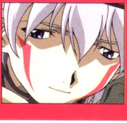
PS2 TRICKS AND REVIEW ARCHIVE

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-star score. A number ❶ indicates rank in the top-selling games for each system.

GAME	PUBLISHER	SCORE	ISSUE
⑮ **.hack//INFECTION**	**Bandai**	★★★½	**65**
EXTRA DUNGEONS For some hints about special dungeons, pay attention to the OVA packed in with the game; the anime mentions three possibilities. Try this one: Dog-Dancing, Passionate, Tri Pansy. Be sure to pick up the Ceramic Helm!			
.hack//MUTATION	Bandai	★★★★	69
.hack//OUTBREAK	Bandai	★★★★	73
18 Wheeler American Pro Trucker	Acclaim	★★★★	52
4x4 EVO	GOD Games	★★★★	44
2002 FIFA World Cup	EA Sports	★★★★	58
Ace Combat 04: Shattered Skies	**Namco**	★★★★½	**51**
Activision Anthology	Activision	★★★★	64
Aero Elite: Combat Academy	Sega	★★★	67
The Adventures of Cookie & Cream	Agetec	★★★½	44
Aggressive Inline	Acclaim	★★★★½	59
Airblade	Namco	★★★★	53
⑬ **Aliens Versus Predator: Extinction**	**EA Games**	★★★½	**72**
CHEAT MODE While playing, pause the game and then press R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1, L1.			
All-Star Baseball 2002	Acclaim	★★★½	44
All-Star Baseball 2003	Acclaim	★★★½	56
All-Star Baseball 2004	Acclaim	★★★	67
Alter Echo	THQ	★★	73
Amplitude	Sony CEA	★★★★	68
Antz Extreme Racing	Empire	★½	61
Ape Escape 2	Ubi Soft	★★★★½	70
Aqua Aqua	3DO	★★	42
Arc the Lad: Twilight of the Spirits	Sony CEA	★★★★	70
Arctic Thunder	Midway	★	50
Armored Core 2	Agetec	★★★	39
Armored Core 2: Another Age	Agetec	★★★½	48
Armored Core 3	Agetec	★★★½	61
Army Men: Air Attack	3DO	★★★½	44
Army Men: Green Rogue	3DO	★★	45
Army Men RTS	3DO	★★★★	56
Army Men: Sarge's Heroes 2	3DO	★★½	45
ATV Offroad Fury	**Sony CEA**	★★★★	**42**
ATV Offroad Fury 2	Sony CEA	★★★★	64
ATV Quad Power Racing 2	Acclaim	★★★★	66
Auto Modellista	Capcom	★★½	69
Baldur's Gate: Dark Alliance	Interplay	★★★★½	52
Barbarian	Titus	★★	57
Bass Strike Virtual Fishing Tournament	THQ	★½	51
Batman: Vengeance	Ubi Soft	★★★	51
Battle Engine Aquila	Atari	★★★½	65
⑪ **Big Mutha Truckers**	**Empire**	★★★	**71**
YOU STILL LIKE TRUCKING? Well, here's the übercode that unlocks everything. Enter **CHEATINGMUTHATRUCKER** as a code in the Options screen. All cheats—even the Evil Truck!—will be unlocked.			
Black & Bruised	Majesco	★★★★	67
Blade II	Activision	★★	62
Blood Omen 2	Eidos	★★★½	57
BloodRayne	Majesco	★★★½	63
Bloody Roar 3	Activision	★★★½	47
BMX XXX	Acclaim	★½	65
Bombastic	Capcom	★★½	72
Breath of Fire: Dragon Quarter	Capcom	★★★★	67
Britney's Dance Beat	THQ	★★★★	58
The Bouncer	Square EA	★★★	42
Buffy the Vampire Slayer: Chaos Bleeds	Sierra/Fox	★★★	73



158 SURVIVE
SOCOM: U.S. Navy SEALs
Bone up on being good



160 BREAKOUT
.hack//OUTBREAK
Secret areas and DVD fun

162 SUMMON
Final Fantasy X
We got secret Aeons. Do you?

GAME	PUBLISHER	SCORE	ISSUE
Burnout	Acclaim	★★★★½	52
Burnout 2: Point of Impact	Acclaim	★★★★	63
Butt-Ugly Martians: Zoom or Doom!	Crave	★★	73
Cabela's Big Game Hunter	Activision	★★½	67
Capcom vs. SNK 2	Capcom	★★★★½	51
CART Fury	Midway	★	47
Casper: Spirit Dimensions	TDK Mediactive	★★½	50
❻ **Chaos Legion**	**Capcom**	★★★½	**70**

Wanna play as Arcia? Finish the game on Normal difficulty.

GAME	PUBLISHER	SCORE	ISSUE
Chessmaster	Ubi Soft	★★★½	70
Choplifter: Crisis Shield	Xicat	★★★	69
City Crisis	Take 2	★★★	48
Clock Tower 3	Capcom	★★★	68
Colin McRae Rally 3	**Codemasters**	★★★★★	**68**
Commandos 2: Men of Courage	Eidos	★★	62
Conflict: Desert Storm	Gotham Games	★½	63
Conflict Zone	Ubi Soft	★★½	63
Contra: Shattered Soldier	Konami	★★★★½	64
Cool Boarders 2001	Sony CEA	★★★★	46
Crash Bandicoot: The Wrath of Cortex	**Universal**	★★★½	**51**
Crazy Taxi	**Acclaim**	★★★★	**46**
Dark Angel: Vampire Apocalypse	Metro3D	★½	49
Dark Cloud	**Sony CEA**	★★★★½	**46**
Dark Cloud 2	**Sony CEA**	★★★★★	**66**
Dark Summit	THQ	★★★½	52
Dave Mirra Freestyle BMX 2	**Acclaim**	★★★½	**50**
DDRMAX	Konami	★★★★	63
Dead or Alive 2: Hardcore	Tecmo	★★★★½	39
Dead to Rights	Namco	★★★	65
Def Jam: Vendetta	EA Sports Big	★★★★	67
Defender	Midway	★★★½	62
Deus Ex: The Conspiracy	Eidos	★★★★½	56
Devil May Cry	**Capcom**	★★★★★	**50**
Devil May Cry 2	Capcom	★★★	66
Dino Stalker	Capcom	★★★½	61
Disaster Report	Agetec	★★★½	65
❽ **Disgaea: Hour of Darkness**	**Atlus**	★★★★	**72**

WANT AN EASY WAY TO LEVEL UP? Go to the Cave of Trials, stage 3—lots of good XP, and since all the enemies are on a 3x3 grid, any 3x3 attack will kill them quickly.

GAME	PUBLISHER	SCORE	ISSUE
Disney Golf	EA Games	★★★★	61
Disney's Extreme Skate Adventure	Activision	★★★★	73
Disney's PK: Out of the Shadows	Ubi Soft	★★½	63
Disney's Treasure Planet	Sony CEA	★★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★½	42
Downforce	Titus	★★	57
⓬ **Downhill Domination**	**Sony CEA**	★★★★	**71**

OLD-SCHOOL CHEAT LIST

We were going to make a really bad pun about totally dominating while on a hill, but we decided against it. Instead, we've got some codes for ya. Enter them fast and furiously—these need to be input while you're actually playing).

Unlock Code	↑, △, ↓, ⊗, ←, ○, →, □ (enter this to enable the other codes)
Super Bounce	←, □, ⊗, ↑, △
Anti Gravity	↓, △, □, □, ↑
Mega Flip	→, ↑, ↑, →, →, □
Super Bunny Hop	↑, ⊗, ←, □, ↑
Adrenaline Boost	↓, ←, ←, →
Stoke Trick Meter	↓, ←, ←, →, →
Combat Upgrade	↑, ↓, ←, ←, →
Upgrade to Bottle	↑, ↓, ←, ←, →, →
Energy Restore	↓, →, →, ←, ←

GAME	PUBLISHER	SCORE	ISSUE
Dr. Muto	Midway	★★½	63
Dragon Ball Z: Budokai	Atari	★★★½	65
Dragon Rage	3DO	★½	54

GAME	PUBLISHER	SCORE	ISSUE
Drakan: The Ancients' Gates	Sony CEA	★★★★	53
Driven	Bam	★	52
Driving Emotion Type-S	Square EA	★★½	41
Drome Racers	EA Games	★★½	64
Dropship	Bam	★★★★	57
Dual Hearts	Atlus	★★★	61
Dynasty Tactics	Koei	★★★★½	61
Dynasty Warriors 2	Koei	★★★★	38
Dynasty Warriors 3	Koei	★★★★	52
Dynasty Warriors 3: Xtreme Legends	Koei	★★★½	65
Dynasty Warriors 4	Koei	★★★★½	68
Ecco the Dolphin: Defender of the Future	Acclaim	★★½	56
Egg Mania: Eggstreme Madness	Kemco	★★½	61
eJay Clubworld	Crave	★★	73
Endgame	Empire	★★	59
Enter the Matrix	Atari	★★★	71
Ephemeral Fantasia	Konami	★½	49
Escape From Monkey Island	**LucasArts**	★★★★★	**46**
ESPN International Track & Field	Konami	★★★	39
ESPN International Winter Sports 2002	Konami	★★★★	54
ESPN MLS Extra Time	Konami	★★	44
ESPN National Hockey Night	Konami	★½	45
ESPN NBA 2Night	Konami	★★	42
ESPN NBA 2Night 2002	Konami	★★★	56
ESPN NHL Hockey	Sega Sports	★★★★½	73
ESPN NFL Football	Sega Sports	★★★★½	72
ESPN Winter X Games Snowboarding	Konami	★★★	41
ESPN Winter X Games Snowboarding 2002	Konami	★★★	53
ESPN X Games Skateboarding	Konami	★★★★	49
Eternal Ring	Agetec	★★	38
Eve of Extinction	Eidos	★★½	56
Everblue 2	Capcom	★★★	66
Evergrace	Agetec	★★	39
EverQuest Online Adventures	Sony Online Ent.	★★½	66
Evil Dead: A Fistful of Boomstick	THQ	★★★	70
Evil Twin	Ubi Soft	★★	52
Evolution Skateboarding	Konami	★★½	63
Evolution Snowboarding	Konami	★	65
Extermination	Sony CEA	★★½	48
Extreme G III	Acclaim	★★★★	50
F1 2001	**EA Sports**	★★★★★	**52**
F1 2002	EA Sports	★★★★½	60
F1 Career Challenge	**EA Sports**	★★★★★	**71**
F1 Championship	Ubi Soft	★★★★	43
F1 Championship Season 2000	EA Sports	★★½	41
Fantavision	Sony CEA	★★★★	40
Fatal Frame	Tecmo	★★★★	55
Ferrari F355 Challenge	Sega	★★	61
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA 2002	EA Sports	★★★★½	51
FIFA Soccer 2003	**EA Sports**	★★★★★	**63**
Fighter Maker 2	Agetec	★½	64
❿ **Final Fantasy X**	**Square EA**	★★★★★	**53**

LOCKED CHEST IN AL BED HOME You usually need to find all of the Al Bed books to translate the chest and figure out the code. You can skip all that by typing in 5633. You get a nifty sphere.

GAME	PUBLISHER	SCORE	ISSUE
Finding Nemo	THQ	★★★½	71
Fireblade	Midway	★★½	59
Fisherman's Challenge	Konami	★★	67
Forever Kingdom	Agetec	★½	53
Formula One 2001	Sony CEA	★★½	50
Freaky Flyers	Midway	★★★½	72
Freedom Fighters	**EA Games**	★★★★	**73**
Freekstyle	EA Sports Big	★★★★	59
Freestyle Metal X	Midway	★★★	71
Frequency	Sony CEA	★★★½	52
Frogger: The Great Quest	Konami	★½	53
Fur Fighters: Viggo's Revenge	Acclaim	★★★	46
Futurama	Vivendi Universal	★★½	72

REPLAY FORUM

DYNASTY WARRIORS GOING FOR A SWIM
In *Dynasty Warriors 4*, at The Battle of Cheng Du, you can climb the mountain, then go for a swim and run into nowhere! Simply go to Free mode, pick The Battle of Cheng Du (Nanman Forces), pick Yue Ying, pick a saddle, and as soon as you click Start, hold down L1. If you get on flat ground, this glitch keeps you from climbing mountains for the rest of the level.

Gerald
GerNay3@aol.com

VICE CITY ARMS
There are times in *Vice City* when you'll need to be properly armed. This comes in especially handy for the Messing with the Man mission. There is a bazooka in a pool, and you can access it at any time. Drive out of Sunshine Autos, take a left, then take your next right as if going to the airport. On your immediate left when you turn is a bright orange hotel. Drive right into it. Look in the pool in the center. Voila!

It's good to be the king.

Christopher H.
fishmaster79
@yahoo.com

METAL GEAR GHOST
Hey, I found the ghost picture in *MGS2's* Tanker chapter but I can't find any others. Do you know if other ghost pictures exist?
Griffey3889@aol.com

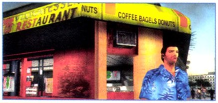
Nope, that's the only one we know about.

GAME	PUBLISHER	SCORE	ISSUE
G1 Jockey 3	Koei	★★★½	69
Gadget Racers	Conspiracy	★★★½	50
Galerians: Ash	Sammy	★½	66
Gallop Racer	Tecmo	★★	48
Gallop Racer 2003: A New Breed	Tecmo	★★★	69
Gauntlet: Dark Legacy	Midway	★★★½	46
The Getaway	Sony CEA	★★★★	66
Giants: Citizen Kabuto	Interplay	★★★½	51
Gitaroo-Man	Koei	★★★½	53
Godai: Elemental Force	3DO	★½	54
Gradius III and IV	Konami	★★½	39
Gran Turismo 3: A-spec	**Sony CEA**	★★★★★	**46**
Grand Prix Challenge	Atari	★★★½	68
❼ **Grand Theft Auto: Vice City**	**Rockstar**	★★★★★	**63**

Of all the cheats in this brilliant game, these are our personal favorites. To get on with playing as someone new (although no one's cooler than Vercetti), punch these in during gameplay.

GENERAL MAYHEM

Robocops	○, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pedestrians Have Weapons	R2, R1, ⊗, △, ⊗, △, ↑, ↓
Gals Drop Weapons	→, L1, ○, L2, ←, ⊗, R1, L1, L1, ⊗
Media Level Meter	R2, ○, ↑, L1, →, R1, →, ↑, □, △
Hovering Cars	→, R2, ○, R1, L2, □, R1, R2
Strange Wheels	R1, ⊗, △, →, R2, ○, ↑, ↓, □
Double Your Car Speed	R1, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

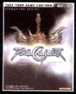


GAME	PUBLISHER	SCORE	ISSUE
Grand Theft Auto III	**Rockstar**	★★★★★	**52**
Grandia II	Ubi Soft	★★★½	53
Grandia Xtreme	Enix	★★★½	62
Gravity Games Bike: Street, Vert, Dirt	Midway	½	61
The Great Escape	Gotham Games	★★★½	72
GTC Africa	Majesco	★★½	58
Guilty Gear X	Majesco/Sammy	★★★★	51
Guilty Gear X2	Sammy	★★★★	66
Gungrave	Sega	★★★½	61
Gungriffon Blaze	Working Designs	★★★½	39
Half-Life	**Sierra**	★★★★★	**51**
Harry Potter and the Chamber of Secrets	EA Games	★★★½	64
Harvest Moon: Save the Homeland	Natsume	★★★★	51
Haven: Call of the King	Midway	★★★½	64
Headhunter	Acclaim	★★★	57
Herdy Gerdy	Eidos	★★★	56
Heroes of Might and Magic	3DO	★★½	46
Hidden Invasion	Conspiracy	★★★	60
High Heat MLB 2002	3DO	★★★★	44
High Heat MLB 2003	3DO	★★★★½	55
High Heat MLB 2004	**3DO**	★★★★★	**67**
Hitman 2: Silent Assassin	Eidos	★★★★½	63
Hot Shots Golf 3	Sony CEA	★★★★	55
Hot Wheels: Velocity X	THQ	★★½	64
The Hulk	Vivendi Universal	★★★★	70
Hunter: The Reckoning–Wayward	Interplay	★★½	72
Hypersonic Xtreme	Majesco	★★½	67
Ico	**Sony CEA**	★★★★★	**50**
Indiana Jones and the Emperor's Tomb	LucasArts	★★★	71
Indy Car Series	Codemasters	★★★	71
Island Extreme Stunts	EA Games	★★★½	65
The Italian Job	Eidos	★★	72
Jade Cocoon 2	Ubi Soft	★★★½	53
Jak and Daxter: The Precursor Legacy	**Sony CEA**	★★★★★	**52**
James Bond 007: Agent Under Fire	EA Games	★★★★	52
James Bond 007: NightFire	Activision	★★★★½	64

MISHIMA
That's Heihachi's fictional fighting style, it's purportedly karate with some jujitsu thrown in.

SOUL CALIBUR II

Helpful Heihachi



SOUL GUIDE

Information from Brady Games
All of this info on how to make an old guy kick ass is from the BradyGames guide. Go get it!

Path to Mastery

Heihachi sometimes seems almost too good because, once mastered, he's so powerful. Half the time, the myriad flexible combos at his disposal make even the most talented defenders drop the ball. Fortunately, people like Ivy and Astaroth can still rise to the occasion and teach Heihachi a bit of humility.

BASIC ATTACKS

Thunder Twin Hammer (□□△) isn't as fast or useful as Demon Slayer (△△□), but both give people an idea of Heihachi's style. Using the first two hits of Demon Slayer serves well for counter hits and light pressuring. Thunder Twin Hammer (□,□, hold △) substantially increases the damage of the last attack (a nice perk when opponents are keen to Guard Impact extended natural combos).

Rising Uppercut (➡⬇⬊△) is an uppercut that brings Heihachi in very low, avoiding even a couple of shallow mid attacks. Using Heihachi's Crouch Dash (➡⬇⬊) is ideal for getting into position for both heavy and light attacks.

Phoenix Wing (➡➡□) is a crouch that inflicts adequate damage against charging or high-swinging attackers. To use a low series against the same foes, try Spinning Demon (➡,⬇, hold ⬊,○,○,○) or some of its variants. This is one of the most critical attacks in Heihachi's repertoire. At any point after the first low sweep, Heihachi can release ⬊ and use two mid kicks to plaster crouching defenders. Jumping Mid Kick (➡,⬇,⬊, joystick neutral, ○) uses the same motion and attack with a leaping mid. The variety in these mixups makes Spinning Demon essential for almost every Heihachi player.

Oni Killer (hold ⬇ or hold ⬆,□) is a useful side step and punch attack. This can be buffered for use after a high launch, doing considerable damage and throwing the victim far from their estimated landing point. Sweeping (hold ⬇ or hold ⬆,○) does not have as much potential as Ivy's Royal Huntress (hold ⬆ or hold ⬇,○), but it is still useful for getting low during a side step. Demon Chop (hold ⬋ or hold ⬉,△) is quite slow; the deceptive nature of this strike aids its effectiveness during a Guard Impact follow up.

Demon Breath (□+△) has the worst range imaginable, but its speed stops an opponent's pressure game when quarters are already close. Follow Demon Breath with Hammer Punch (⬇△). Flash Punch Combo (➡△△△) can reverse the momentum after Heihachi starts to get pushed backward.

For a throw attempt, an occasional use of Fake Executioner (△△□△⬇ or ⬆) to Any Throw catches people off guard. This is best used at the end of a pressured advance, when enemies are looking for any chance to Guard Impact or are trying for a fast counter hit.

Demon Breath: Stinky, yet mighty

CLOSING THE GAP

Heihachi should use his Crouch Dash quite frequently. This extremely effective crouch makes it much harder for enemies to stay in place and swipe at Heihachi. Mixing this with sudden side steps and charging attacks (e.g., Flash Punch Combo, Spinning Demon, a 10-Hit Combo, or some of Heihachi's flying kicks) keeps the old guy safe.

After being knocked down, Heihachi can leap forward into an attack with Backward Roll~Rising Cross-Chop (While Down ⬅□+△). This is easily punished if used often, but it is a useful counter to situations in which the aggressor tries to put too much pressure on a prone Heihachi.

COMBOS, LAUNCHERS, AND FOLLOW UPS

Spinning Demon (➡,⬇, hold ⬊, ○,○, joystick neutral,○) can be used to score a free Iron Hand (⬇⬊➡△), at least for a while. It's a pile of damage, and most defenders take a while to adjust to this version of the routine.

If a charged Demon Uppercut (➡,➡, hold △) hits as a counter hit, follow with a second, buffered Demon Uppercut (hold ⬊ or hold ⬈,△) and a Phoenix Wing (➡➡□). This launch nets Heihachi a huge lead in a fight. Because Demon Uppercut is such a nifty launch against incoming pressure attackers (such as Talim and Taki), Heihachi can use this combo to gain breathing room.

Heihachi's Iron Hands are lethal

Twin Pistons (⬊△△) is another solid launcher. Adding an Iron Hand as a juggle won't hurt Heihachi's chances of winning, either.

Ten Hits, Tekken Style

Command	Move Name	Attack Level	Damage
⬊○△□○○△○△□○	10-Hit Combo 1	M H H L L M H H M M	25, 5, 6, 8, 8, 5, 10, 5, 6, 38
⬊○△□○○△○△□△	10-Hit Combo 2	M H H L L M H H M M	25, 5, 6, 8, 8, 5, 10, 5, 6, 33
⬊○△□○△△△△△	10-Hit Combo 3	M H H L M H M M M	25, 5, 6, 8, 5, 5, 5, 9, 23, 27

Note for all combos: additional hits possible only during Soul Charge. Damage numbers include Soul Charge modifier.

It takes a few minutes of practice to learn Heihachi's 10-Hit Combos, and it's even longer before players can use them effectively in an active battle. Several major factors need to be in place before these combos can be used well—namely,Heihachi requires at least a level two Soul Charge to complete these combos.

Heihachi is all about maintaining a strong front, so withdrawing to engage a Soul Charge sounds like a bad idea—and it is. Instead, the key to effective charging for Heihachi comes from Heaven's Wrath (□+○). This Auto-Counter deflects horizontal high and mid attacks. In addition, it gives Heihachi a free Soul Charge at full power. Nifty indeed.
If Heihachi does have time or reason to do a normal charge, remember that Shadow Step (⬅⬅△+○) quickly stops this action and retreats. Don't let Heihachi stand in the way of a sucker punch.

Once charged, the 10-Hit Combos available to Heihachi cover a ton of ground, making enemies even more desperate to keep from eating the entire series. A dedicated Heihachi player has to learn at least two of these, because the low attacks in each offer a chance for enemies to restore their defenses if they are quick about it. Mixing the combos makes it much harder for defenders to accomplish such things.

10-Hit Combo 3 is the easiest to learn (➡○△□○△△△△△). Of course, if it is used frequently, it is also the easiest combo to block. To prevent this, 10-Hit Combo 2 is a wise selection (➡○△□○○△○△□△). This is not an easy series to time, but the rewards are worthy of the investment. Even when Heihachi doesn't score a ring out with these combos, almost half of an enemy's health disappears in the process.

Do you like Heihachi? Tell us all about your favorite *Soul Calibur II* character by e-mailing us at opm@ziffdavis.com.

IF YOU HAVE THE SCRILLA
Check out BradyGames' *Limited Edition* guide, with the official *SC2* soundtrack, deluxe jacket, and all.

Command List

Command	Move Name and notes	Attack Level	Damage
□□△	Thunder Twin Hammer (⊗ to cancel first hit; possible to hold third hit)	H H M	13, 22, 25-40
□○	Thunder Demon Kicker	H M	13, 24
→□	Demon Spin	H	25
→□△	Demon Shout (cancels first hit)	M	32
→□△↑ or ↓	Demon Shout Feint (special movement)		
→→□	Phoenix Wing	M	48
↘□	Dark Impact	M	36
←□	Demon's Boar	M	38
←←□	Hilt Crush	M	26
↙□	Rock Smasher	L	35
↓□	Body Hook	SM	12
△△□	Demon Slayer (⊗ to cancel first hit)	H H H	10, 14, 20
△△□△	Demon Executioner	H H M	10, 14, 32
△△□△↓ or ↑	Fake Executioner (special movement)	H H	10, 14
△△○	Demon Kicker	H H H	10, 14, 23
△→□	Demon Backhand Spin	H H	14, 20
△→□△	Rage Demon Breath	H M	14, 32
△→□△↑ or ↓	Rage Demon Breath Feint (special movement)	H	14
→△△△	Flash Punch Combo (possible to delay third hit)	H H M	12, 10, 24
→△←□△	Demon Massacre	H M M	12, 23, 38
→△←□○	Demon Lair	H M M	12, 23, 40
→→△	Demon Uppercut (possible to hold)	M	40-55
↘△△	Twin Pistons	M M	16, 30
←△	Altar Splitter	M	32
←←△	Brick Breaker	L	28
↙△	Body Blow	SM	15
↓△△	Hammer Punch-Iron Hand	M M	20, 34
↓↘→△	Iron Hand (possible to delay)	M	54
→↓↘△	Rising Uppercut	SM	35
→↓↘, hold △	Dragon Uppercut	M	49
○	High Sidekick (⊗ to cancel)	H	20
→○	Right Splits Kick	M	30
→→○○	Hell Axle	M M	20, 17
↘○	Sidekick	M	17
↓○	Sweep Kick	L	14
↙○	Low Kick	L	15
←○	Back Spin Kick	H	33
←←○	Lightning Crush	M	34
○↓	Geta Stomp	L	25
○△	Demon Scissors	M	44
↗○○	Rising Sun	M L	25, 20
→↓hold ↘○○○	Spinning Demon	L L L	20, 16, 11
During Spinning Demon △	Spinning Demon Uppercut	M	44 after first kick, 23 after second kick, 20 after third kick
During Spinning Demon [joystick neutral] ○○	Tsunami Kick	M M	15, 21 after first kick, 10, 13 after second kick, 9, 11 after third kick
→↓↘ [joystick neutral] ○	Jumping Mid Kick	M	45
→↓↘ [joystick neutral] ○↓	Jumping Low Kick	L	32
□+△	Demon Breath	M	32
↘□+△	Uppercut	M	20
←□+△	Twin Hammers (possible to hold)	M	25-40
While Down □+△	Rising Cross-Chop	M	40
While Down ←□+△	Backward Roll~Rising Cross-Chop	M	40
↓△+○	Lightning Hammer (unblockable; ⊗ to cancel)	M	85
During Soul Charge ←←△+○	Shadow Step (special movement)		
While Down △+○	Spring Kick	M	30
□+○	Heaven's Wrath (special action; Guard Impact properties vs. Horizontal High/Mid. If Guard Impact is successful, shift to level 3 Soul Charge.)		

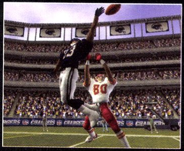
Command	Move Name	Attack Level	Damage
WHILE RISING			
□	Rising Hook	H	36
△	Dark Thrust	M	34
○○	Tsunami Kick	M M	14, 23
WHILE CROUCHING, BACK FACING ENEMY			
□	Reverse Spin Hook	SM	16
△	Reverse Spin Jab	SM	15
○	Low Left Kick	L	20
WHILE CROUCHING			
□	Low Hook	SM	15
△	Body Blow	SM	15
↙△	Low Jab	SM	13
↘△	Single Piston	SM	16
○	Low Left Kick	L	17
↙○	Low Kick	L	15
BACK FACING ENEMY			
□	Spinning Hook	H	18
△	Spinning Jab	H	16
○	Misdemeanor	H	30
8-WAY RUN			
→□	Phoenix Wing	M	48
→△	Demon Uppercut (possible to hold)	M	40-55
→○	Sliding	L	28
→□+△	Running Cross Arm	M	40
→△+○	Tackle	M	61
↗ or ↘□	Twin Helix	H H	16, 24
↗ or ↘△	Demon Uppercut (possible to hold)	M	40-55
↗ or ↘○	Left Splits Kick	M	32
↑ or ↓□	Oni Killer	H	38
↑ or ↓△△	Hammer Hand-Iron Hand	M M	20, 34
↑ or ↓○	Sweeping	L	25
↖ or ↙ or ←□	Hilt Crush	M	26
↖ or ↙△	Demon Chop	M	42
↖ or ↙ or ←○	Lightning Crush	M	29
←△	Brick Breaker	L	28
JUMP DELAY			
□	Jumping Low Swipe	L	24
△	Jumping Down Punch	M	21
○	Jumping Low Sobat	L	25
JUMP			
□	Jumping Demon Spin	H	35
△	Wild Swing	M	32
○	Jump Kick	M	30
WALL JUMP			
□	Jumping Low Swipe	L	24
△	Jumping Down Punch	M	21
○	Jumping Low Sobat	L	30

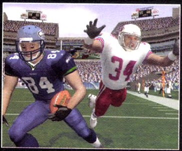
THROWS

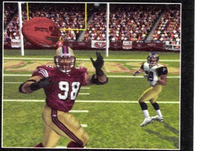
Command	Move Name	Attack Level	Notes
□+⊗	Lightning Hammer	55	□ to escape throw
△+⊗	Jumping Powerbomb	55	△ to escape throw
Left Throw	Guillotine Chop	65	Same button as throw (□ or △) to escape
Right Throw	Freefall	65	Same button as throw (□ or △) to escape
Back Throw	Atomic Drop	70	Impossible to escape (except Voldo and Astaroth)
→→△+⊗	Head Carnival	60	△ to escape throw

MADDEN NFL 2004

Tips on succeeding in both Online and Owner modes







Online

Finding a league is a much more compelling way to enjoy *Madden*. Here's a list of sites to check out, so you can find the league that's perfect for you! Isn't the Internet grand?

http://ps2leagues.com/
Perfect for both *Madden* and *NCAA* leagues of all makes and models.

http://maddenworld.dirty-jersey.net/index.php
Quitters will be banned, so if you play here, mean it.

www.maddenleague2k4.tk/
If nothing else, we love that this link has both *2K4* and *Madden* in its title.

www.bombdrop.com/
Leagues of all kinds can be found here. And the site is pretty!

Thinkin' Man's Tips

ZONE OR MAN-TO-MAN

Put a receiver in motion. If someone follows, you're being guarded by a man-to-man defense. If it's a zone defense, whip the ball to the sidelines on outs and you should get easy yards again and again.

BLITZ!

When you snap the ball, focus on what the linebackers are doing. If they rush the line, look for a receiver over the middle. You can get lots of quick yards that way.

Owner Mode

CAP CASUALTIES

There's no way around it: If you're trying to win a Super Bowl, you're going to run into cap issues. Just remember to spend wisely and try to build from the draft, not free agency. Here are some ways to keep costs down and the future bright:

- Everyone thinks Tai Streets, with his 77 overall, is going to be a diamond in the rough. He's not. Don't overpay. A receiver with a 70 will likely do just as well.
- Speed kills. If you're going to sign an overall underrated player, look for one with a great rating in at least one category. For receivers, speed is usually the perfect fit.
- Have a decent second-string QB. *Madden 2004* is *very* realistic, and in football, everyone gets hurt. Depth is king, especially at QB.

PUT ME IN, COACH

This tip isn't useful, per se, but it's way cool. If a player retires from your team, wait a few years and he'll pop up in the coaching pool. Use him as an assistant for starters—you never know what kind of superstar-in-waiting you might find.

DOLLAR RIBS!

If you're playing with the St. Louis Rams, there will be ribs on your menu. Lower the price to a buck and the fans will love you for it. Cheap ribs = serious fan loyalty.

TRAIN LIKE YOU MEAN IT

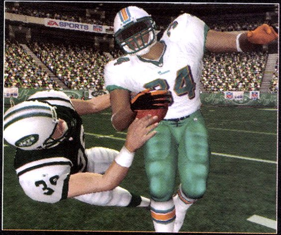
First things first: Pay out the nose for the best training staff you can get. It'll make a difference over the course of a few seasons.

UPGRADE SMARTER

Stadium upgrades are cute, but go with the medical center if you're going to blow ducats on that sort of thing. At least it helps your players get healthy faster.

TIME TO GO?

Moving a team is an exercise in debt. If you really need to get the Cards out of Arizona and move them to Toronto (though we suggest L.A. instead), do it, but be ready to pony up buckets of cash to get it done. And don't be shocked when no one's buying your dollar ribs.



EA COVER CURSE

The weekend after *Madden 2004* hit shelves, cover star Michael Vick was injured.

GAME	PUBLISHER	SCORE	ISSUE
James Cameron's Dark Angel	Sierra	★★	65
Jeremy McGrath Supercross World	Acclaim	★	53
Jet X20	Sony CEA	★★	63
Jonny Moseley Mad Trix	3DO	★½	54
The Jungle Book: Rhythm n' Groove	Ubi Soft	★★★	69
Jurassic Park: Operation Genesis	Universal Int.	★★★★½	68
K-1 World Grand Prix	Konami	★★	71
Kelly Slater's Pro Surfer	Activision	★★★½	61
Kengo: Master of Bushido	Crave	★★★	42
Kessen	EA Games	★★★	39
Kessen II	Koei	★★★	51
Kinetica	Sony CEA	★★★★½	50
The King of Route 66	Sega	★★★	67
King's Field: The Ancient City	Agetec	★★	55
Kingdom Hearts	Square EA	★★★★½	61
Klonoa 2: Lunatea's Veil	Namco	★★★★½	47
Knockout Kings 2001	EA Sports	★★★★	42
Knockout Kings 2002	EA Sports	★★★★	55
Le Mans 24 Hours	Infogrames	★★½	48
Legaia 2: Duel Saga	Fresh Games	★★★	63
The Legend of Alon D'ar	Ubi Soft	★½	54
Legends of Wrestling	Acclaim	★★½	53
Legends of Wrestling II	Acclaim	★★★	65
Legion: The Legend of Excalibur	Midway	★★★	59
Lego Racers 2	Lego Media	★★½	51
Lethal Skies	Sammy	★★★	58
The Lord of the Rings: Fellowship of the Ring	Black Label	★★★½	63
The Lord of the Rings: The Two Towers	EA Games	★★★★½	63
Mace Griffin Bounty Hunter	Vivendi Universal	★★	71
Mad Maestro!	Eidos/Fresh	★★★	56
Madden NFL 2001	EA Sports	★★★★½	38
Madden NFL 2002	EA Sports	★★★★½	48
Madden NFL 2003	**EA Sports**	★★★★★	**60**
❶ **Madden NFL 2004**	**EA Sports**	★★★★★	**72**
Dude, just look to the left for some *Madden* love. Go back to last month for even more *Madden* love!			
Magic Pengel: The Quest for Color	Agetec	★★★★	69
The Mark of Kri	Sony CEA	★★★	59
Marvel vs. Capcom 2	Capcom	★★★★	61
Mat Hoffman's Pro BMX 2	Activision	★★★★	60
Max Payne	Rockstar	★★★★	53
Maximo: Ghosts to Glory	Capcom	★★★½	54
MDK2 Armageddon	Interplay	★★★½	45
Medal of Honor: Frontline	**EA Games**	★★★★★	**58**
Men in Black II: Alien Escape	Infogrames	★★½	60
Metal Gear Solid 2	**Konami**	★★★★★	**51**
Metal Gear Solid 2: Substance	**Konami**	★★★★★	**67**
Metropolismania	Natsume	★★★	61
Midnight Club	**Rockstar**	★★★★	**39**
Midnight Club II	**Rockstar**	★★★★★	**67**
Mike Tyson Heavyweight Boxing	Codemasters	★	58
Minority Report	Activision	★★½	65
Mister Mosquito	Eidos/Fresh	★★★½	56
MLB 2004	Sony CEA	★★★	67
MLB Slugfest 20-03	Midway	★★★★	59
MLB Slugfest 20-04	Midway	★★★★	67
Mobile Light Force 2	XS Games	★★★½	69
Mobile Suit Gundam: Federation vs. Zeon	Bandai	★★★½	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	★	48
Mobile Suit Gundam: Zeonic Front	Bandai	★★★	54
Mojo!	Crave	★★½	73
Monopoly Party	Infogrames	★★★	65
Monster Rancher 3	Tecmo	★★★★	50
Monsters, Inc.	Sony CEA	★★★½	55
Mortal Kombat: Deadly Alliance	Midway	★★★★	64
MotoGP	Namco	★★★★	39
MotoGP2	Namco	★★★★½	53
MotoGP3	Namco	★★★★½	67
Motor Mayhem	Infogrames	★★★	47
MTV Music Generator 2	Codemasters	★★★	46
The Mummy Returns	Universal	★½	52
Music Maker	Magix	★★★★	69
MVP Baseball 2003	EA Sports	★★★½	67
MX 2002 Featuring Ricky Carmichael	THQ	★★★★	47

3,244

Number of motorcycle fatalities in 2002 according to the National Highway Traffic Safety Administration. Wear your helmets!

GAME	PUBLISHER	SCORE	ISSUE
MX Rider	Infogrames	✪✪✪◐	52
MX Superfly Featuring Ricky Carmichael	THQ	✪✪✪◐	59
My Street	Sony CEA	✪✪✪	67
Myst III: Exile	Ubi Soft	✪✪✪◐	63
Mystic Heroes	Koei	✪✪◐	64
Namco Museum	Namco	✪✪✪◐	53
NASCAR 2001	EA Sports	✪✪◐	40
NASCAR Heat	Infogrames	✪✪✪✪	47
NASCAR Thunder 2002	EA Sports	✪✪✪✪◐	51
NASCAR Thunder 2003	EA Sports	✪✪✪✪◐	62
NASCAR Thunder 2004	**EA Sports**	✪✪✪✪✪	**73**
NASCAR: Dirt to Daytona	Infogrames	✪✪✪◐	63
Naval Ops: Warship Gunner	Koei	✪✪✪	71
NBA 2K2	**Sega Sports**	✪✪✪✪✪	**53**
NBA 2K3	**Sega Sports**	✪✪✪✪✪	**63**
NBA Hoopz	Midway	✪✪✪	44
NBA Live 2001	EA Sports	✪✪✪	42
NBA Live 2002	EA Sports	✪✪◐	51
NBA Live 2003	EA Sports	✪✪✪✪	63
NBA ShootOut 2001	Sony CEA	✪✪◐	44
NBA ShootOut 2003	Sony CEA	✪✪✪	63
NBA Starting Five	Konami	✪✪◐	63
NBA Street	**EA Sports Big**	✪✪✪✪✪	**47**
NBA Street Vol. 2	**EA Sports Big**	✪✪✪✪✪	**68**
NCAA College Basketball 2K3	Sega Sports	✪✪✪✪	64
NCAA College Football 2K3	Sega Sports	✪✪◐	60
NCAA Final Four 2001	Sony CEA	✪	41
NCAA Final Four 2002	989 Sports	✪◐	52
NCAA Final Four 2003	Sony CEA	✪✪◐	64
NCAA Football 2002	EA Sports	✪✪✪✪◐	48
NCAA Football 2003	**EA Sports**	✪✪✪✪✪	**60**
❺ **NCAA Football 2004**	**EA Sports**	✪✪✪✪✪	**71**

TOUCHDOWN CELEBRATIONS If you wanna be like those boys in the NFL and do a little dance (maybe make a little love?) whenever you score a touchdown, just press the following button combos whenever you see "touchdown" onscreen.

L2 + ▢ Player spikes the ball, points to crowd, then beats his chest.
L2 + △ Player bows to the crowd.
L2 + ○ Player spikes the ball, then shrugs his shoulders.
L2 + ⊗ Player does Heisman Trophy pose.
R2 + ▢ Player will dunk on the goal post.
R2 + △ Player will punch the ball toward the crowd.
R2 + ○ Player will kick the ball into the crowd.
R2 + ⊗ Player will throw the ball to the crowd.

NCAA GameBreaker 2001	Sony CEA	✪◐	41
NCAA GameBreaker 2003	Sony CEA	✪✪	61
NCAA GameBreaker 2004	Sony CEA	✪✪◐	73
NCAA March Madness 2002	EA Sports	✪✪✪	53
NCAA March Madness 2003	EA Sports	✪✪✪	64
Need for Speed: Hot Pursuit 2	**EA Games**	✪✪✪✪✪	**62**
NFL 2K2	**Sega Sports**	✪✪✪◐	**52**
NFL 2K3	Sega Sports	✪✪✪✪◐	60
NFL Blitz 20-02	Midway	✪✪✪✪	55
NFL Blitz 20-03	Midway	✪✪✪◐	60
NFL GameDay 2001	Sony CEA	✪	40
NFL GameDay 2002	Sony CEA	✪◐	53
NFL GameDay 2003	Sony CEA	✪✪◐	61
NFL GameDay 2004	Sony CEA	✪✪✪	73
NFL Quarterback Club 2001	Acclaim	✪✪◐	50
NHL 2001	EA Sports	✪✪✪✪	38
NHL 2002	EA Sports	✪✪✪✪◐	50
NHL 2003	EA Sports	✪✪✪◐	63
NHL 2004	EA Sports	✪✪✪✪	73
NHL 2K3	**Sega Sports**	✪✪✪✪✪	**64**
NHL FaceOff 2001	Sony CEA	✪✪✪◐	43
NHL FaceOff 2003	Sony CEA	✪✪	64
NHL Hitz 20-02	Midway	✪✪✪✪	51
NHL Hitz 20-03	Midway	✪✪✪✪◐	62
NHL Hitz Pro	Midway	✪✪✪✪	73
Ninja Assault	Namco	✪✪◐	61
No One Lives Forever	Sierra	✪✪✪◐	56

GAME	PUBLISHER	SCORE	ISSUE
Okage: Shadow King	Sony CEA	✪✪✪	51
Oni	Rockstar	✪◐	43
Onimusha: Warlords	**Capcom**	✪✪✪✪	**43**
Onimusha 2: Samurai's Destiny	Capcom	✪✪✪✪	60
Orphen: Scion of Sorcery	Activision	✪✪✪	39
Pac-Man Fever	Namco	✪✪	60
Pac-Man World 2	Namco	✪✪✪✪◐	54
PaRappa the Rapper 2	Sony CEA	✪✪✪◐	53
Paris-Dakar Rally	Acclaim	✪✪	53
Pirates: The Legend of Black Kat	EA Games	✪✪✪◐	55
Portal Runner	3DO	✪✪	50
The Powerpuff Girls: Relish Rampage	Bam	✪✪	65
Pride FC	THQ	✪✪✪✪	65
Primal	Sony CEA	✪✪✪✪	68
Pro Race Driver	Codemasters	✪✪✪✪◐	65
Project Eden	Eidos	✪✪✪◐	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	✪✪◐	60
P.T.O. IV	Koei	✪✪✪	66
Q-Ball Billiards Master	Take 2	✪✪✪◐	40
Quake III Revolution	EA Games	✪✪✪✪◐	44
Rally Fusion: Race of Champions	Activision	✪✪✪	64
Ratchet & Clank	**Sony CEA**	✪✪✪✪✪	**63**
Rayman 2: Revolution	**Ubi Soft**	✪✪✪✪✪	**41**
Rayman 3: Hoodlum Havoc	Ubi Soft	✪✪✪◐	67
Rayman Arena	Ubi Soft	✪✪✪◐	57
RC Revenge Pro	Acclaim	✪✪◐	41
Ready 2 Rumble Boxing Round 2	Midway	✪✪✪✪	40
Real Pool	Infogrames	✪✪✪◐	40
Red Card Soccer 20-03	Midway	✪✪✪	57
Red Faction	**THQ**	✪✪✪✪✪	**46**
Red Faction II	THQ	✪✪✪✪	63
Reel Fishing III	Natsume	✪✪✪✪	72
Reign of Fire	Bam	✪✪✪◐	63
Resident Evil–Code: Veronica X	**Capcom**	✪✪✪✪◐	**48**
Resident Evil: Dead Aim	Capcom	✪✪✪◐	70
Return to Castle Wolfenstein: OR	Activision	✪✪✪◐	71
Rez	Sega	✪✪✪✪◐	53
Ridge Racer V	Namco	✪✪✪✪◐	38
Riding Spirits	Bam	✪✪✪◐	61
Ring of Red	Konami	✪✪✪✪	43
Risk: Global Domination	Atari	✪✪✪✪	73
RLH: Run Like Hell	Interplay	✪✪✪	62
Road Trip	Conspiracy	✪✪✪✪	61
Rocky	Ubi Soft	✪✪✪✪	64
Robot Alchemic Drive	Enix	✪✪✪✪	63
Robotech: Battlecry	TDK	✪✪✪◐	62
Romance of the Three Kingdoms VII	Koei	✪✪◐	60
⓮ **Romance of the Three Kingdoms VIII**	**Koei**	✪✪✪	**73**

WANT THE SEVEN STAR SWORD? First, get married. Then buy and give your wife the following gifts: Golden Earrings, Koto, and Scented Pouch. Talk to her again and you'll have the best sword in the game.

RTX Red Rock	LucasArts	✪✪	71
Rugby	EA Sports	✪✪✪◐	48
Rugby 2004	EA Sports	✪✪✪	73
Rumble Racing	EA Games	✪✪✪✪◐	45
Rune: Viking Warlord	Take 2	✪✪◐	48
Rygar: The Legendary Adventure	Tecmo	✪✪✪✪◐	64
Salt Lake 2002	Eidos	✪✪◐	55
Savage Skies	Bam	✪✪✪	56
Scooby-Doo: Night of 100 Frights	THQ	✪✪✪	58
The Scorpion King: Rise of the Akkadian	Universal	✪✪	62
Seek and Destroy	Conspiracy	✪✪✪◐	66
Sega Bass Fishing Duel	Sega	✪✪✪	62
Sega Soccer Slam	Sega Sports	✪✪	62
Sega Sports Tennis	Sega Sports	✪✪✪✪◐	60
Shadow Hearts	Midway	✪✪✪✪	52
Shadow of Destiny	Konami	✪✪✪◐	43
Shadow Man: 2econd Coming	Acclaim	✪✪	57
Shaun Palmer's Pro Snowboarder	Activision	✪✪◐	52
Shifters	3DO	✪	58
Shinobi	Sega	✪✪✪◐	63
Shox	EA Sports Big	✪✪✪◐	63
Shrek Super Party	TDK Mediactive	✪✪◐	64
Silent Hill 2	**Konami**	✪✪✪✪◐	**50**

REPLAY FORUM

SPEED KINGS AHOY

Hey there, *OPM*. I love biking around in *Speed Kings*, but I keep on crashing everywhere. I don't like my games imitating real life. Are there any cheats you can send my way?

Geoff Greene
Berkeley, CA

Just for you, Geoff, we dug up some *Speed Kings* codes. Just enter these as your name and you're good to go! And yes, you are supposed to type a period before each name.

Eighteen best laps: .lapt18

All driving tests done: .test9

All meets won: .meet6

Grand Prix mode finished already: .prix

Add Respect points: .resp[number of points], i.e. ".resp100" gives you 100 Respect points.

NAVAL OPS: WARSHIP GUNNER MONEY

I'm having a hard time scrounging up the money to get all the good gear for my ship in *Naval Ops: Warship Gunner*. Are there any cheat codes so I can blow these crazy enemy ships out of the water?

Don Rume
Chicago, IL

It's way easy to bolster your defense budget! Go to the Dock screen and hit ←, ←, →, →, L2, R2, R1, L1, ▢, △ to get a cool $999,999,999.

GAME	PUBLISHER	SCORE	ISSUE
❸ **Silent Hill 3**	**Konami**	✪✪✪✪◐	**71**

MORE SHIRT SWITCHING

Other Ziff Davis mags also got special *Silent Hill 3* shirts in the game. Enter these codes for these other fine publications:

EGM EGMpretaporter

GMR GMRownzjoo

Silent Line: Armored Core	Agetec	✪✪✪◐	70
Silent Scope	Konami	✪✪✪	39
Silent Scope 2	Konami	✪✪✪◐	49
Silent Scope 3	Konami	✪✪✪◐	62
Silpheed: The Lost Planet	Working Designs	✪✪✪◐	40
The Simpsons Hit & Run	Vivendi Universal	✪✪✪✪	72
The Simpsons: Road Rage	**EA Games**	✪✪✪	**52**
The Simpsons Skateboarding	EA Games	✪◐	64
The Sims	EA Games	✪✪✪✪	65
Sky Gunner	Atlus	✪✪✪◐	58
Sky Odyssey	Activision	✪✪✪	40
Sled Storm	EA Big	✪✪✪◐	55
Sly Cooper and the Thievius Raccoonus	**Sony CEA**	✪✪✪✪✪	**62**
Smash Cars	Metro3D	✪✪✪◐	71
Smash Court Tennis Pro Tournament	Namco	✪✪✪◐	56
Smuggler's Run	**Rockstar**	✪✪✪✪◐	**39**
Smuggler's Run 2: Hostile Territory	Rockstar	✪✪✪✪◐	52
Soccer America: International Cup	Hot-B	✪✪	48
Soccer Mania	EA/Lego	✪✪✪◐	59
SOCOM: U.S. Navy SEALs	**Sony CEA**	✪✪✪✪✪	**60**
Soldier of Fortune	Majesco	✪✪✪	52
❷ **Soul Calibur II**	**Namco**	✪✪✪✪✪	**72**

PLAY AS LIZARDMAN Finish subchapter 2 in Weapon Master mode. Then you can be a freaky lizard man!

Soul Reaver 2	Eidos	✪✪✪	52
Space Race	Infogrames	✪✪◐	59
Speed Kings	Acclaim	✪✪✪✪	70
Spider-Man	Activision	✪✪✪✪◐	57
Splashdown	Infogrames	✪✪✪✪	52
❾ **Splashdown: Rides Gone Wild**	**THQ**	✪✪✪✪✪	**72**

LOW ON BOOST? Dunk the front of your SeaDoo into the water, then pull back. You can get enough air to pull off a quick trick.

Splinter Cell	Sony CEA	✪✪✪✪◐	68
Spy Hunter	Midway	✪✪✪✪◐	50
Spyro: Enter the Dragonfly	Vivendi Universal	✪✪✪	64
SSX	**EA Sports BIG**	✪✪✪✪✪	**38**
SSX Tricky	**EA Sports BIG**	✪✪✪✪✪	**52**
Star Trek Voyager: Elite Force	Majesco	✪✪◐	53
Star Wars Bounty Hunter	LucasArts	✪✪✪	64
Star Wars The Clone Wars	LucasArts	✪✪✪	65
Star Wars Super Bombad Racing	LucasArts	✪✪	45
Star Wars Jedi Starfighter	LucasArts	✪✪✪◐	56
Star Wars Racer Revenge	LucasArts	✪✪✪✪◐	55
Star Wars Starfighter	**LucasArts**	✪✪✪✪◐	**43**
State of Emergency	Rockstar	✪✪✪	55
Stitch: Experiment 626	Sony CEA	✪✪◐	59
Street Fighter EX 3	Capcom	✪✪✪◐	39
Street Hoops	Activision	✪✪✪◐	60
Stretch Panic	Conspiracy	✪✪✪◐	47
Stuntman	Infogrames/Atari	✪✪✪	59
Sub Rebellion	Metro 3D	✪✪✪✪	62
Suikoden III	Konami	✪✪✪	63
Summer Heat Beach Volleyball	Acclaim	✪✪✪◐	72
Summoner	THQ	✪✪✪	39
Summoner 2	THQ	✪✪✪◐	62
Sunny Garcia Surfing	Ubi Soft	✪✪✪◐	51
Super Bust-A-Move	Acclaim	✪✪✪	41
Super Bust-A-Move 2	Ubi Soft	✪✪✪◐	63
Supercar Street Challenge	Activision	✪✪◐	52
Superman: Shadow of Apokolips	Atari	✪✪✪◐	63
Surfing H30	Rockstar	✪✪	40
Swing Away Golf	EA Games	✪✪✪	38

Cheap gameplay make Jak mad!

REVIEWS

PS2 GAMES

130	Batman: Rise of Sin Tzu	★★
130	Cabela's Deer Hunt 2004	★★½
140	Castlevania: Lament of Innocence	★★★★
148	Conflict: Desert Storm II–Back to Baghdad	★★★
132	Crouching Tiger, Hidden Dragon	★★
132	DDRMAX 2	★★★★
132	Dynasty Tactics 2	★★★★
130	Gladius	★★★★
129	Jak II	★★★½
132	Lethal Skies II	★★★½
138	Mega Man X7	★★★
138	NFL Blitz Pro	★★★
138	Road Kill	★★★★
142	Robin Hood: Defender of the Crown	★★½
144	RPG Maker 2	★★★½
134	SSX 3	★★★★★
142	Starsky & Hutch	★★
142	SWAT: Global Strike Team	★★★
142	Time Crisis 3	★★★★½
147	Wallace & Gromit in Project Zoo	★★★
147	Warhammer 40,000: Fire Warrior	★★½
147	XGRA: Extreme-G Racing Association	★★★★½

PS1 GAMES

147	Big League Slugger Baseball	★½
147	Madden NFL 2004	★★★★
147	NASCAR Thunder 2004	★½
148	NFL GameDay 2004	★★
148	Phix: The Adventure	★½

PERIPHERALS

146	Eye Toy	★★★★½
148	LumiCON	★★★½
148	RetroCON	★★★★

ON THIS MONTH'S EXCLUSIVE PLAYABLE PS2 DVD

PLAYGROUND

Kill.Switch
ESPN NBA Basketball
Chaos Legion
Pitfall Harry
Tak and the Power of Juju
Tiger Woods PGA Tour 2004
Downhill Domination
Prince of Persia: The Sands of Time
Cy Girls

VIDEOS

Jak II
Final Fantasy X-2
SpyHunter 2
Legacy of Kain: Defiance
Mission: Impossible (commercial)

STORIES

Final Fantasy X-2 unveiled at E3

COOL MOVES

Primal
Amplitude
Xenosaga
Hulk
Ape Escape 2

DOWNLOADS

Gungrave, Wreckless

PLAYSTATION UNDERGROUND TEAM

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Marketing Team **Kim Yuen, Steve Williams, Jesse Caid**
Executive Producers **Andrew House, Marilyn Weyant**
Format Q&A **Sam Bradley, DeMarlo King**
Account Coordinator **Eric Ippolito**

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Lead Programmers **William Bohan, Ron Midthun, Avery Lodato**
3D Artists **Jason Robinson, Philip Williamson, David Hayes**
Producer **Jessi Harrison**
President **Katherine Williams**
Technical Director **Tim Edwards**

SPECIAL THANKS

Maimoona Block, Kirsten Costello, Tom Gillan, Michelle Manahan, Gerald Martin, Jim Williams

ROYAL

TONIGHT, HE'S GONNA PARTY LIKE IT'S 1399

Once again, we bring you a nice meaty demo to go along with our cover story. This time, our feature contains a complete walkthrough of *Prince of Persia: The Sands of Time*. When you're done with that demo (and the feature), try out these challenges for the other demos.

PlayStation
Issue 74
SONY
DVD
RP-T

KILL.SWITCH

THE DETAILS: This demo might make you wonder if the game is little more than a one-trick pony—that trick being hiding behind stuff. But it sure looks great; check back next month for the final verdict.

HAVE YOU TRIED...

...beating the demo? You'll probably want to run through it once paying attention to the on-screen prompts, but with only 10 minutes for the whole demo you'll probably need to restart at least once.

...switching your stance? It may seem like you're unable to fire behind you when you're crouched down, but if you let up on the fire button and tap the analog stick, you'll switch to the other side.

CY GIRLS

THE DETAILS: A surprising slice of *Metal Gear Lite*, but with more gunfire—and a sidekick named Sancho Poco. You get one mission as Ice, where you run around, shoot things up, and then enter cyberspace.

HAVE YOU TRIED...

...equipping two pistols at once? Select the dual guns icon in Ice's inventory screen to have her go guns akimbo (like in a John Woo flick).

...hitting L1 at random? Ice can fire from any angle, so liberally use L1 to have her roll while shooting. Her various shooting animations look cool, too.

...targeting multiple enemies? Move the right analog around, and you can get a pop-up for each dude.

CHAOS LEGION

THE DETAILS: Check out this weird mix of *Devil May Cry* and *Dynasty Warriors*. You get a surprisingly long area with loads of enemies and bosses, and you can command two of the game's many legions.

HAVE YOU TRIED...

...summong your Legions? His L2 to switch between archer Legions and sword Legions (we prefer swords), and L1 to summon them. Wait until your soul meter (the blue one) reads "eight," and summon some backup for the enemy legions.

...not using your Legions at all? It's a bit tricky, but you can try plowing through the demo as a red-headed Dante wannabe.

PITFALL HARRY

THE DETAILS: It's a pretty extensive demo, but the jury's still out on whether that's a *good* thing. Don't leave this one sitting for more than a few seconds, though; it times out like it has something to prove.

HAVE YOU TRIED...

...collecting all the idols? You'll get a code for use in the final game if you do. Here they are: 1) Down the mud river in the first level. 2) On top of the rotating room in the third level (high-jump to reach it). 3) At the end of the vine "path" in the third level. 4) High up and to the right in the room with the water on the fourth level. 5) In plain view in the middle of the stream immediately after that room.

TAK AND THE POWER OF JUJU

THE DETAILS: This platform puzzler brings *Rayman* to mind with its colorful visual style, while the puzzles are reminiscent of *Abe's Oddysee*. It may seem a bit kiddie, but who can argue with monkeypults?

HAVE YOU TRIED...

...using the animals? No, not like that, sicko. You get around in *Tak* by employing the different quirks of all the different animals. Here's how they behave: **Sheep** run when they get hit. **Orangutangs** eat from the closest tree—except when a sheep's nearby, in which case they deliberately catapult them. **Chimps** throw nuts at the closest living thing when they get hit. **Rams** head-butt any intruder. And so on....

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call EDS at 1-800-627-6458. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call EDS at 1-800-627-6458 to receive instructions to obtain repair/replacement services.

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Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

LISTEN UP
IO Interactive, once again, used the Budapest Symphony Orchestra to score its game.

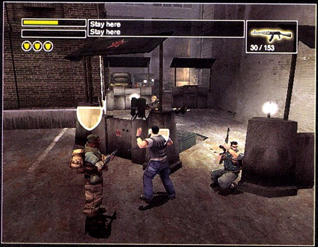
FREEDOM FIGHTERS

Revolution's tough work, but these hints (straight from EA and IO) should help

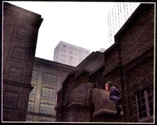
Chapter 2, The Post Office

PART 1
When the parking lot is completed, there's still the challenge of taking over the post office. One way to do this is by creating an ambush. Placing your freedom fighters in Defend mode will make them stand by and await your orders, leaving you time to find the right spot to conduct this hard-hitting attack.

Once you reach the stronghold at the far end of the lot, order your freedom fighters to defend the area—this will ensure that they're ready for the ambush and that no enemy squads recapture the area.

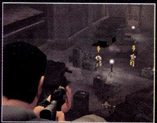


PART 2
Go back across the parking lot and climb onto the truck to get on the post office roof. Climb onto the next roof by using the ventilation system—remain crouched to reduce the chances of enemies spotting you. Climb to the ledge of the building and get ready for action.



PART 3
From up here, you'll have a good vantage point over the small lot in front of the post office.

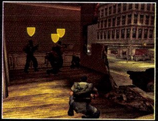
Fire a shot at the fuel barrels. This will start a chain reaction, taking out nearby trucks and blowing away enemies. Once you've gotten the enemy's attention, call in your freedom fighters to attack the confused enemy soldiers (pinpointing their exact location with the Aim mode comes in handy here). To keep them out of trouble, be sure to place them near cover.



When all hell is breaking loose, you can cover your fighters from the roof with gunfire and Molotov cocktails. Remember to watch your back—enemies may eventually climb up onto the roof from the other side of the building.

You'll find that attacking from both sides is very effective because it's difficult for enemy soldiers to find sufficient cover positions.

Chapter 3, The Hotel

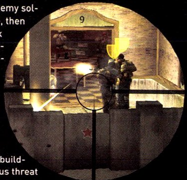


PART 1
When you reach the parking lot, there's already a fight going on. The Soviet enforcements are strong in this area, so attacking them head-on would be suicide for you and your squad.

Start by recruiting everyone you can, stay close to the wall, and provide only supporting fire for the remaining freedom fighters. You'll get to an alley with a dumpster and a shed; climb onto the shed and send a few of your men into the house through the window to clean it out before entering yourself. Once you're in, order your freedom fighters to defend the burned-out apartment. They'll stand by for your next command. Sneak across the road behind the destroyed tank and enter the burning building.

Sneak up to the second floor to quietly take out the snipers, then grab one of their rifles. So far, so good.

PART 2
Start by taking out the enemy soldiers with the sniper rifle, then assign your men to attack and hold the diner stronghold (look at the machine-gun nest on the corner with the sniper scope and select "defend"). Support them with Molotov cocktails. Remember to watch your back; enemy soldiers will definitely try to enter the building to eliminate the obvious threat to their positions: namely, you.



PART 3
Once your freedom fighters are inside the diner, work your way across the street and down the back alley through the diner's back entrance. Take out any enemies there while your men are holding the front. Once you get through the diner, meet your men by the mounted machine guns; the area should be secured. Don't forget to take weapons, first aid, and, most important, C4 explosives (you'll need it for later missions) before moving on.

We really really really liked this game. Some people didn't. How do you feel about this game? Write to us at opm@ziffdavis.com.

GREETINGS COMRADE

Red Dawn (1984), a film about a Russian invasion of America, was the first movie to be released with a PG-13 rating.

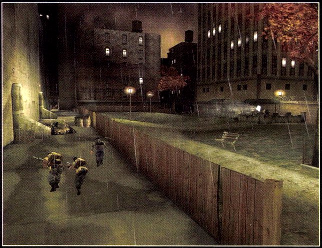
Chapter 4, The Manhattan Movie Theatre

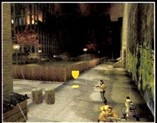
TIP 1

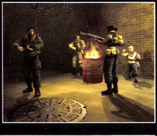
Part 1 When approaching the small park in the Manhattan movie theater level, keep a low profile. Enter into Sneak mode and keep the wooden fence between your squad and the enemy guard post that's in the center of the park. If you lead your squad down the narrow alley beside the fence, you should be able to avoid detection. Using your binoculars, scout out the positioning of enemies in the guard post to best time your movements. If an enemy looks away for a moment, move.

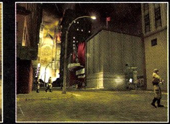
Part 2 Halfway down, you'll encounter a broken fence. Be careful when crossing the hole in the fence—make sure that nearby enemies are looking away when you cross. If you aren't sure whether the enemy has seen your squad, leave someone behind to cover your back. At the end of the fence, tell one of your freedom fighters to defend (place him out of sight) and watch for enemies who might break away from the guard post. If he runs into trouble, you can always fall back and provide cover fire from the enemy's flank. Making use of your squad to watch your back and scout ahead are crucial tactics for an effective resistance leader.

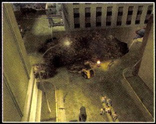
Part 3 At the end of the alley, you'll find another small group of freedom fighters who may be willing to join your squad (depending on your current charisma level). If possible, recruit additional members for the larger battles ahead—having these fighters along will increase your chances of success. From this point, you can fall back to try to take out the guard post or advance through the nearby apartment to locations deeper into enemy territory.

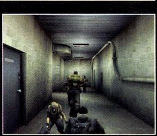


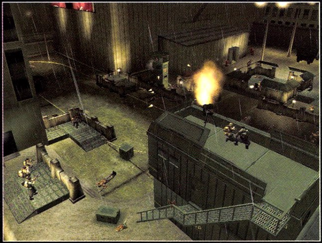












TIP 2

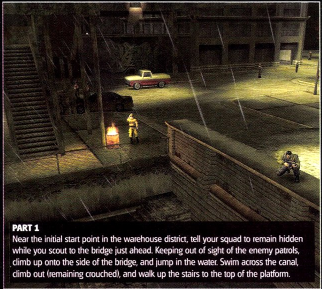
Part 1 Possibly one of the most difficult battles in the area is the road into the military compound, which the Soviets have established in the parking lot behind the old movie theater. The road itself begins with a military barricade, with a mounted searchlight at its head.

Part 2 Once past the initial barricades, you'll see a split in the road. The best strategy is to break away from the main road and enter the burning building on the left through the hole in its outer wall. This "back door" is only lightly guarded. Taking this route will allow you to skirt around the main gate of the compound—avoiding the heavy mounted machine guns and patrols that sweep the streets.

Part 3 Within the hallway that leads through the burning building, you'll encounter a small group of resistance fighters who have been pinned down. If there's room in your squad, this would be a good time to recruit some reinforcements for the battle ahead. Remnants of their supplies are also on the ground.

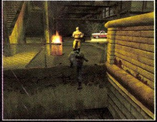
Part 4 You'll need to move quickly inside the compound, since the enemy will undoubtedly spot your squad entering the area. Quickly deploy your squad around the barricades and near the mounted machine guns. Freedom fighters will man the mounted machine guns and take cover behind the barricades as best they can. An excellent place to command the battle is from atop the elevated military containers to the right of the area. From here, you can hail grenades upon the enemy encampment, as well as strategically command your fighters to flank the barricades across the road.

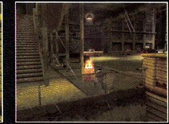
Chapter 4, The Warehouse District

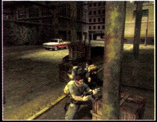


PART 1

Near the initial start point in the warehouse district, tell your squad to remain hidden while you scout to the bridge just ahead. Keeping out of sight of the enemy patrols, climb up onto the side of the bridge, and jump in the water. Swim across the canal, climb out (remaining crouched), and walk up the stairs to the top of the platform.







PART 2

Wait until the single guard is facing away from you and the street patrols have passed out of sight. Now carefully climb up to street level and take out the guard with your fists—this is a silent attack, so if you hit the guard repeatedly, he won't be able to regain his composure enough to fire his weapon. If he does fire, nearby patrols will hear the conflict and send runners to investigate.

PART 3

Wait in a crouched position for the patrols to pass all the way to the right-hand side. Once they are out of sight, you can call in the rest of your squad to take up position behind the nearby crates.

PART 4

Position your freedom fighters behind the nearby crates and vehicle; you can now stay hidden in an ambush until the street patrols return. An additional tactic is to position one freedom fighter on the far right (near the sewage canal), where you can call him in on a flanking attack—this adds to the general confusion of the enemies during a fight and helps draw fire off the main squad.

www.sealchallenge.navy.mil
The real homepage of the SEALs, not www.navyseals.com.

SOCOM: U.S. NAVY SEALS

Bone up on the first game so you rock on the second

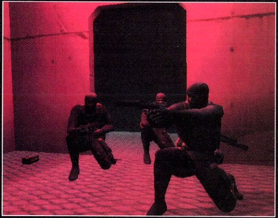
With SOCOM II *so close, we thought we'd run some survival and communication pointers for* SOCOM *so newbies can catch up easier and returning vets have an easy way to refresh themselves for* SOCOM II.

STAYING ALIVE IN THE ONLINE WORLD

When you enter the online arena for the first time, you need to keep one thing in mind: *You are going to die.* You are going to die early, and you are going to die often. Accept it. Make peace with the idea. It doesn't make you any less of a man.

However, the situation is not entirely hopeless. For one thing, we've found that just about everyone learns *very* quickly. The key is to become familiar with each level; the better you know the level, the quicker you'll be able to hunt down the enemy. You'll find hideouts and snipe points and ambush areas, and soon you'll be fragging like a pro.

For another thing, you have our help. We've recompiled this list of basic survival tactics for all missions—but most especially for the Suppression missions (which tend to be called Deathmatch in the civilian arena), where the only goal is to wipe out the opposition.



- **Use the environment to your advantage.** Use foliage, trees, water, and buildings to provide cover and give you a better view of the area of operations. Remember, the same rules that hold for the single-player missions apply online; if you're prone, unmoving, or in a patch of grass, the enemy isn't likely to see you.

- **Don't hang out in the open.** Snipers can get a fix on you in about two seconds, and that's all they need to send you home in a box. Move quickly and keep near walls and other cover.
- **Look behind you.** Don't just run straight ahead without taking the occasional look around, otherwise an enemy can sneak up and cap you at point-blank range.
- **Change the paths you use.** Don't travel the same route twice, or else your opponents will start to anticipate your moves and leave some nasty surprises for you. Mix it up.
- **Try all the weapons** and find which one suits your playing style. The M4A1 SD (SEALs) and 552 (terrorists) are good all-around choices to start with, but don't be afraid to try something new.
- **Go cautiously through the pinch points** (tunnels, narrow passes, etc.)—someone may be waiting for you on the other side. Use smoke grenades to conceal your movement.
- **Hit the deck.** Crouching or lying down can have a big effect on the accuracy of your weapons, some more than others. If your weapon kicks hard, you'll have better luck lying down.
- **Ease off the trigger.** Autofire is not always a good thing. The longer you fire your weapon on auto, the less accurate it becomes. It should mainly be used for cover fire.
- **Toss out some grenades** if you get pinned down—any kind of grenades. They'll help get you out of those tight situations.
- **Smoke grenades: They're not just for cover anymore!** They also make for a great diversion; try lobbing one into an open area to lure your enemies out of hiding.

STOP PLAYING WITH YOURSELF!

We cannot emphasize enough the importance of constant communication with your teammates! Good communication can mean the difference between a well-earned victory and a humiliating defeat; if two teams are otherwise evenly matched, the team that communicates more effectively will always win. Always.

In addition to keeping the radio lines crackling, here are a few other general team strategies to help you triumph over your enemies.

- **Use the buddy system.** The real-life SEALs never do anything solo, and you shouldn't either. Having just a pair of you working together exponentially increases your chances of survival since it forces the enemy to divide its attention between the two of you.
- **Play leapfrog.** When working in any size group, take turns covering each other as you advance, with each leading member dashing to solid cover and then protecting the next guy as he advances.
- **Specialize.** Set up one or two guys with sniper rifles in high positions; even if they can't get a bead on the enemy, they can call out his location. Use another one or two with loud, powerful weapons to grab the enemy's attention. While the enemy is focused on those guys, have another group move in from the flanks with silenced weapons or have them lob grenades from the sidelines.
- **Ham it up.** Talk like a SEAL and you'll think like a SEAL. So don't say "OK"; say "Roger that." Don't say "I see someone!"; say "We've got hostiles!" (and please, do say *where* said hostiles are located). Don't say "I got one!"; say "Tango down." It's fun, it's quick and understandable, and it'll help keep your team focused.
- **Vary your tactics.** Over the course of an 11-game match, people are going to fall into patterns. If you find a great spot in the first game, go to it until you're discovered. Once you are, move away from that spot, but lock onto it with an accurate rifle. Chances are the enemy will come a-lookin', and you'll be waiting. Once they learn not to head over there, you're free to move back in if you so desire.
- **Don't be a glory hog.** You'll have some games where you'll never fire a shot. The good of the team outweighs the good of the individual, and even just drawing the enemy's fire can be monumentally helpful. Furthermore, if you can take out the last guy but you know you're going to get killed doing it (a grenade in close quarters, for example), suck it up and eat lead. Unless you're the last man standing on your team, that is.
- **Make use of the afterlife.** If you die early in a game, don't despair. First, make any weapon changes you need by hitting R2 and selecting new equipment with X. Then, hit Left or Right on the D-pad to piggyback on your teammates. Watch and learn; you'd be surprised how many new tactics you can pick up just from following someone around. And chat with your other dead teammates: Set up tactics for the next round, share information about enemy hideouts, commiserate. Soon you won't be spending so much time being dead.

GAME	PUBLISHER	SCORE	ISSUE
Tarzan: Untamed	Ubi Soft	★★★½	52
Taz: Wanted	Infogrames	★★★½	60
Tekken 4	Namco	★★★½	61
Tekken Tag Tournament	**Namco**	**★★★★½**	**39**
Tenchu: Wrath of Heaven	Activision	★★★	67
The Terminator: Dawn of Fate	Atari	★★½	63
Test Drive	Infogrames	★★★½	58
Test Drive Off-Road: Wide Open	Infogrames	★★★	48
Tetris Worlds	THQ	★★	57
Theme Park Roller Coaster	EA Games	★★★★	41
The Thing	Universal	★★★	62
Thunderstrike: Operation Phoenix	Eidos	★½	52
Tiger Woods PGA Tour 2001	EA Sports	★★★	44
Tiger Woods PGA Tour 2002	EA Sports	★★★★	55
Tiger Woods PGA Tour 2003	EA Sports	★★★★½	63
Tiger Woods PGA Tour 2004	**EA Sports**	**★★★★★**	**73**
Time Crisis 2	Namco	★★★★	49
TimeSplitters	**Eidos**	**★★★★★**	**39**
TimeSplitters 2	**Eidos**	**★★★★★**	**63**
Tokyo Xtreme Racer Zero	Crave	★★½	45
Tom Clancy's Ghost Recon	Ubi Soft	★★★½	65
Tomb Raider: The Angel of Darkness	Eidos	★★	72
Tony Hawk's Pro Skater 3	**Activision**	**★★★★★**	**51**
Tony Hawk's Pro Skater 4	**Activision**	**★★★★★**	**63**
Top Angler	Xicat	★★★½	57
Top Gear Dare Devil	Kemco	★★★½	41
Top Gun: Combat Zones	Titus	★★★	50
Total Immersion Racing	Empire	★	66
Transworld Surf	Infogrames	★★★½	57
Tribes: Aerial Assault	Sierra	★★★½	62
Triple Play 2002	EA Sports	★★	55
Triple Play Baseball	EA Sports	★★	45
Tsugunai: Atonement	Atlus	★★★	53
Turok: Evolution	Acclaim	★½	62
Twisted Metal: Black	**SCEA**	**★★★★★**	**47**
Twisted Metal: Black Online	SCEA	★★★★	61
Ty the Tasmanian Tiger	EA Games	★★★	62
UFC Throwdown	Infogrames	★★★½	58
Unison	Tecmo	★★★½	44
Unlimited Saga	Square Enix	★★	70
Unreal Tournament	Infogrames	★★½	40
V-Rally 3	Infogrames	★★★★½	64
Vampire Night	Namco	★★½	52
Vexx	Acclaim	★★	67
Victorious Boxers	Empire	★★★½	51
Virtua Fighter 4	**Sega**	**★★★★★**	**55**
❹ **Virtua Fighter 4: Evolution**	**Sega**	**★★★★★**	**72**
PLAY AS DURAL Reach the Sega Area Uptown stage in Quest mode and purchase Dural from the shop. Then, highlight the top-left blank corner space of the character-selection screen in Versus mode to choose her.			
Wakeboarding Unleashed	Activision	★★★★½	70
War Jetz	3DO	★★½	48
War of the Monsters	**Sony CEA**	**★★★★★**	**64**
Warriors of Might & Magic	3DO	★★½	44
Wave Rally	Eidos	★½	53
Way of the Samurai	Bam	★★★½	59
Whirl Tour	Vivendi Universal	★★	63
Whiteout	Konami	★	65
Wild Arms 3	Sony CEA	★★★½	62
Wild Wild Racing	Interplay	★★★	39
Winback	Koei	★★★★	43
Wipeout Fusion	Bam	★★★★½	57
Wizardry: Tale of the Forsaken Land	Atlus	★★★	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	★★★	57
World Destruction League: Thunder Tanks	3DO	★★★	42
World of Outlaws: Sprint Cars	Infogrames	★★★★	55
World Series Baseball 2K3	Sega Sports	★★★★	67
World Soccer: Winning Eleven 6 Int'l	**Konami**	**★★★★★**	**67**
World Tour Soccer 2002	Sony CEA	★★★★	53
World Tour Soccer 2003	Sony CEA	★★★★	65
WRC: World Rally Championship	**Bam**	**★★★★★**	**57**
Wreckless: The Yakuza Missions	Activision	★★	63
WTA Tour Tennis	Konami	★	57

HUMBLE BEGINNINGS
The original *Grand Theft Auto*.

GAME	PUBLISHER	SCORE	ISSUE
WWE Crush Hour	THQ	★★½	68
WWE SmackDown!: Shut Your Mouth	THQ	★★½	64
WWF SmackDown!: Just Bring It	**THQ**	★★★½	**52**
X-Men: Next Dimension	Activision	★★★★½	64
X Squad	EA Games	★★★½	38
X2: Wolverine's Revenge	Activision	★★★	69
Xenosaga: Episode 1—Der Wille Zur Macht	Namco	★★★★	66
Yanya Caballista: City Skater	Koei	★★★½	49
Yu-Gi-Oh!: The Duelists of the Roses	Konami	★★½	67
Zapper	Infogrames	★★½	64
Z.O.E: Zone of the Enders	Konami	★★★★½	44
Zone of the Enders: The 2nd Runner	Konami	★★★★½	68

PS1 TRICKS AND REVIEW ARCHIVE

GAME	PUBLISHER	SCORE	ISSUE
007 Racing	EA Games	★★★	41
3Xtreme	989 Studios	★	21
40 Winks	GT Interactive	★★★★	28
102 Dalmatians: Puppies to the Rescue	Eidos	★★★½	41
2002 FIFA World Cup	EA Sports	★★★★	58
A Bug's Life	**Sony CEA**	★★	**15**
Ace Combat 2	**Namco**	★★★★★	**1**
Ace Combat 3: Electrosphere	Namco	★★★	31
Aces of the Air	Agetec	½	64
Action Bass	Take 2	★★	37
Action Man: Operation Extreme	Hasbro	★★★	41
Air Hockey	Mud Duck	★★★½	70
Akuji the Heartless	Crystal Dynamics	★★★	18
Aladdin in Nasira's Revenge	Sony CEA	★★	45
Alexi Lalas International Soccer	Rockstar	★	23
Alien Resurrection	Fox Interactive	★★★	38
All-Star Racing 2	Mud Duck	★★★	71
All-Star Slammin' D-ball	Agetec	★★½	56
Alone in the Dark: The New Nightmare	Infogrames	★★★★	47
Alundra	Working Designs	★★★★½	4
Alundra 2	Activision	★★★	32
The Amazing Virtual Sea-Monkeys	Conspiracy	★½	66
American Pool	Mud Duck	★	71
Animaniacs Ten Pin Alley	ASC	★★★	17
Animorphs: Shattered Reality	Infogrames	★★½	37
Ape Escape	**Sony CEA**	★★★★★	**22**
Apocalypse	Activision	★★★	16
Arc the Lad Collection	Working Designs	★★★★	52
Arcade Party Pak	Midway	★★★½	28
Arcade's Greatest Hits: Atari Collection 2	Midway	★★½	7
Arcade's Greatest Hits: Midway Collection 2	Midway	★★	4
Armored Core	Sony CEA	★★★½	3
Armored Core: Master of Arena	Agetec	★★½	31
Armorines: Project S.W.A.R.M.	Acclaim	½	35
Army Men 3D	**3DO**	★★★	**20**
Army Men: Air Attack	3DO	★★★★	27
Army Men: Air Attack 2	3DO	★★★½	39
Army Men: Green Rogue	3DO	★½	47
Army Men: Sarge's Heroes	3DO	★★	32
Army Men: Sarge's Heroes 2	3DO	★★½	40
Army Men: World War	3DO	★½	34
Army Men: World War - Final Front	3DO	★½	45
Army Men: World War - Land, Sea, Air	3DO	★½	39
Arthur! Ready to Race	The Learning Co.	★	42
Assault	Midway	★★★	15
Asteroids	**Activision**	★★★½	**16**
Atari Anniversary Edition Redux	Infogrames	★★	53
Atlantis: The Lost Empire	SCEA	★★★★	48
ATV: Quad Power Racing	Acclaim	★	39
ATV Mania	Gotham Games	★★★★	73
Austin Powers Pinball	Gotham Games	★★	64
Auto Destruct	Electronic Arts	★★★	6
Azure Dreams	Konami	★★★	10
Backstreet Billiards	Ascii	★★★½	15
Ball Breakers	Take 2	★★★½	36
Ballistic	Infogrames	★★★★	27
Baseball 2000	Interplay	★★	21
Bass Landing	Agetec	★★★½	26
Bass Rise	Bandai	★★★	28
Batman & Robin	Acclaim	★	13
Batman Beyond: Return of the Joker	Ubi Soft	½	39
Batman: Gotham City Racer	Ubi Soft	★½	46
Battle Hunter	Agetec	★½	48
Battletanx: Global Assault	3DO	★½	31
Beast Wars	Hasbro	★½	5
❹ **Beyblade**	**Crave**	★½	**66**

As if you really want that blade to keep spinning...here's a trick to prolong this agonizing game. Hit ○+△ (instead of ⊗) when you launch your blade. Whee!

GAME	PUBLISHER	SCORE	ISSUE
Big Air	Accolade	★½	20
Big Bass Fishing	Take 2	½	58
Big Ol' Bass 2	Konami	★★½	45
Big Strike Bowling	Gotham Games	★★★½	68
Billiards	Agetec	★★½	45
Bio F.R.E.A.K.S.	Midway	★★	10
Black Bass with Blue Marlin	Hot-B	★★	29
Blade	Activision	★★½	41
Blast Lacrosse	Acclaim	★★½	48
Blast Radius	Psygnosis	★★★½	19
Blaster Master: Blasting Again	Crave	★★★	38
Blasto	Sony CEA	★★★½	8
Blockids	Natsume	★★½	69
Bloody Roar	Sony CEA	★★★½	6
Bloody Roar 2	Sony CEA	★★★★	21
Blues Big Musical	THQ	★★★	46
Board Game: Top Shop	Agetec	★★★★	45
Bomberman Fantasy Race	Atlus	★★½	19
Bomberman Party Edition	Vatical	★★½	38
Bomberman World	Atlus	★★½	13
The Bombing Islands	Kemco	★★½	47
Boombots	SouthPeak	★★½	27
Bottom of the 9th '97	Konami	★★★½	1
Bowling	Agetec	★★	43
Boxing	Agetec	★★★	45
Bratz	Ubi Soft	n/a	n/a
Brave Fencer Musashi	Square EA	★★★★	15
Bravo Air Race	THQ	★★★	1
Breakout	Hasbro	★★	39
Breath of Fire III	Capcom	★★★½	9
Breath of Fire IV	Capcom	★★★½	40
Brigandine	Atlus	★★★½	15
Broken Sword	THQ	★★★★	5
Broken Sword II	Crave	★★★½	27
Brunswick Circuit Pro Bowling	THQ	★★★½	13
Brunswick Circuit Pro Bowling 2	THQ	★★★★	31
Bug Riders	GT Interactive	★★	3
Bugs Bunny & Taz: Time Busters	Infogrames	★★★	41
Bugs Bunny: Lost In Time	Infogrames	★★★½	23
Builder's Block	Jaleco	★★★½	35
Burstrick Wake Boarding!!	Natsume	★½	45
Bushido Blade 2	Square EA	★★★½	14
Bust A Groove	989 Studios	★★★★	16
Bust A Groove 2	Enix	★★★	36
Bust-A-Move 4	Natsume	★★★★	17
Bust-A-Move 99	Acclaim	★★	19
Buzz Lightyear of Star Command	Activision	★★½	39
C: The Contra Adventure	Konami	★½	12
c-12: Final Resistance	Sony CEA	★★½	58
Caesar's Palace 2000	Interplay	½	41
Caesar's Palace II	Interplay	★★	15
Capcom vs. SNK Pro	Capcom	★★★½	60
Card Games	Agetec	★½	50
Cardinal SYN	Sony CEA	★★★	9
CART World Series	Sony CEA	★★★½	3
Casper: Friends Around the World	Sound Source	★½	41
Castlevania Chronicles	Konami	★★★½	50
Castlevania: Symphony of the Night	**Konami**	★★★★★	**2**
Castrol Honda Superbike	Electronic Arts	★★	21
Centipede	Hasbro	★	22

REPLAY FORUM

.HACKING AWAY

I've recently started playing the *.hack* series, and I'm enjoying it...up until now, that is. I beat *Infection* with very few problems, kicking Skeith's ass after the first few failed attempts. Then I bought *Mutation*. Everything went well until I got to the big thing that beats the tar outta me at the end of *Mutation*. I keep dying and can't even lay a finger on it!!! Do you have any tips??? Or should I just skip part two and start a new file on *Outbreak*?

Zachary Hughes
zdh95@attbi.com

No! You must carry your save over. Otherwise, you'll tear the fabric of the space-time continuum, sending your character data drifting into the ethos to wreak all kinds of havoc. Plus, you won't have all those items you probably acquired, which'll help enormously when you want to trade in part three. So, here's what to do (assuming you're referring to Magus, the final boss): Set BlackRose to Attack mode, then set Elk to First Aid. While BlackRose is busy with Magus, you should be cleaning up any Magus Leaves and monitoring your party as a backup item-based healer. When Magus stops shedding those leaves, rush in to help BlackRose with the attacking. The key here is to make sure that you destroy the leaves as soon as possible, because they can cause a lot of damage.

GAME	PUBLISHER	SCORE	ISSUE
Championship Bass	EA Sports	★★★★	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	★★★	41
Championship Motocross Feat. Ricky Carmichael	THQ	★★★½	25
Championship Surfer	Mattel	★★★	41
Chessmaster II	Mindscape	★★★½	23
Chicken Run	Eidos	★★★	41
Chocobo Racing	Square EA	★★★	23
Chocobo's Dungeon 2	Square EA	★★½	29
Chrono Cross	**Square EA**	★★★★★	**36**
Circuit Breakers	Mindscape	★★★	12
Civilization II	Activision	★★★★½	18
Cleopatra's Fortune	Mud Duck	★★½	71
Clock Tower	Ascii	★★★	2
Clock Tower II: The Struggle Within	Agetec	★★½	28
Colin McRae 2.0	**Codemasters**	★★★★★	**40**
Colin McRae Rally	Sony CEA	★★★★	30
Colony Wars	**Psygnosis**	★★★★★	**4**
Colony Wars: Red Sun	Psygnosis	★★★★½	31
Colony Wars: Vengeance	Psygnosis	★★★½	14
Command & Conquer: Red Alert	Virgin	★★★½	4
Contender	Sony CEA	★★★★	17
Contender 2	Bam	★	41
Cool Boarders 2	**Sony CEA**	★★★★	**3**
Cool Boarders 3	**989 Studios**	★★★	**14**
Cool Boarders 4	**989 Studios**	★★★	**27**
Cool Boarders 2001	Sony CEA	★	39
Countdown Vampires	Bandai	★½	32
Covert Ops: Nuclear Dawn	Activision	★★½	34
Crash Bandicoot 2	**Sony CEA**	★★★★	**3**
Crash Bandicoot: WARPED	**Sony CEA**	★★★★★	**15**
Crash Bash	SCEA/Universal	★★½	39
Crime Killer	Interplay	★★★	12
Critical Depth	GT Interactive	★★★	3
Croc	**Fox Interactive**	★★★★	**1**
Croc 2	Fox Interactive	★★½	22
Crossroad Crisis	Agetec	★½	50
Crusaders of Might & Magic	3DO	★★★	30
CTR: Crash Team Racing	**Sony CEA**	★★★★★	**26**
CyberTiger	EA Sports	★★★★	27
Dance Dance Revolution	Konami	★★★★	42
Dance Dance Revolution: Disney Mix	Konami	★★★★	49
Dance Dance Revolution: Konamix	Konami	★★★★	57
Danger Girl	THQ	★★½	39
Dark Omen	Electronic Arts	★★	9
DarkStalkers 3	Capcom	★★★★	16
Darkstone	Take 2	★★★½	43
Dave Mirra Freestyle BMX	Acclaim	★★★½	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	★★½	47
David Beckham Soccer	Majesco	★★★	61
Dead in the Water	ASC	★★½	17
Dead or Alive	Tecmo	★★★★½	8
Deathtrap Dungeon	Eidos	★★½	9
Deception III: Dark Delusion	Tecmo	★★★★	31
Delta Force: Urban Warfare	Novalogic	★★★	61
Demolition Racer	Infogrames	★★★★	26
Destrega	Koei	★★★★	16
Destruction Derby Raw	Midway	★★★★	39
Devil Dice	THQ	★★★½	13
Dexter's Laboratory: Mandark's Lab?	Bam	★★★½	59
Diablo	Electronic Arts	★★★★	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	★★	31
Digimon Digital Card Battle	Bandai	★★★	48
Digimon Rumble Arena	Bandai	★★★½	55
Digimon World	Bandai	★½	36
Digimon World 2	Bandai	★★	46
Digimon World 3	Bandai	★★½	57
Dino Crisis	Capcom	★★★★	25
Dino Crisis 2	Capcom	★★★★½	38
Dirt Jockey	Mastiff	★★	71
Disney's Dinosaur	Ubi Soft	★½	36
Disney's Treasure Planet	Sony CEA	★★½	64
Donald Duck: Goin' Quackers	Ubi Soft	★★★	39
Downhill Mountain Bike Racing	Activision	★★½	27
Dracula: The Last Sanctuary	DreamCatcher	★★½	56

TAKE YOUR GAME FURTHER
BRADYGAMES
.hack
OUTBREAK
Part 3
OFFICIAL STRATEGY GUIDE

BRADY GAMES
Big ups to the folks at Brady for providing these tips straight from their guide.

.hack//OUTBREAK

What? No Grunty strategies?!

Perhaps you've heard rumors of keywords hidden within the closed captioning of the anime versions of .hack or of ways in which you can meet the characters from .hack//SIGN? Well, they are all true, and this chapter tells you what to do and where to go to experience some of the anime-related tie-ins in .hack//OUTBREAK.

Secret Keyword Areas

If you scan the *.hack//OUTBREAK* ad or watch volumes 4–6 of *.hack//SIGN* or even the *.hack//LIMINALITY* disc, you'll find hidden keywords that you can actually use within the game itself. The dungeons in these areas hold the key to getting the Cats' equipment from the wily traders in the Root Towns and a full set of the rare and powerful Lady's equipment. Regardless of how you come by the secret keywords, you only have to input them via the New Keyword function on the Chaos Gate menu to access the area.

TIPS AND TRICKS FOR SURVIVING THE SECRET KEYWORD AREAS

The Secret Keyword areas are GREAT places to level up your characters during the "slow" parts of the game—or whenever you want to take a break from the action! They are filled with powerful, rare monsters and provide a challenge to the most experienced traveler.

Since each of these areas contains at least one infected monster, like Hou=Go&m, ^u{G/&}<i=n, and De{th I$p^a&t, you must keep a close eye on Kite's rate of infection. To defeat them, you must data drain each of them at least once. After facing several parties of infected beasts, Kite's infection level is likely to be in the red—or at least within the warning range! Be careful and remember to balance Data Draining with hacking and slashing. Furthermore, be especially careful to return Kite's infection levels back to a safe range before continuing on to one of the main story line areas.

At the bottom of each dungeon, look for a treasure chest that contains a special item, like the Lady's Cap. Then, head to the Gott Statue and get the second special item. The special item from the Gott's Statue can be traded for rare items and armor—including the Cats' set of equipment.

To help you with the trading game, we're supplying you with the Secret Keywords from *.hack//INFECTION* and *.hack//MUTATION*. In these areas, you'll find the other special items that you need to trade in order to obtain rare items.

Secret Keyword Area Items

Volume	Secret	Keyword Name	Area Level	Rare Item
1	Δ	Voluptuous Her Remnant	3	Kagayuzen
1	Δ	Hideous Organ Market Scaffold	14	Ice Bar
1	Y	Dog Dancing Passionate Tri Pansy	19	Ceramic Helm
2	Λ	Capricious Unending Corridor	39	Chinese Food
2	Λ	Bottomless Soul Kaleidoscope	47	BL Yokohama
2	Λ	Lightless Sacred Remains	43	Bent Glasses
3	Σ	Noisy Sacred Ringing Ears	61	3-Floor Tower
3	Σ	Unusual Ghostly Remnant	62	Doll Amulet
3	Σ	Barking Hot-blooded 500 Lohan	62	Magnolia Miso
3	Σ	Ancient Destroyer's Battlefield	65	Scent of Gero
3	Σ	Greedy Gambler's Drift	67	Boxed Lunch
3	Σ	Tested Morphean Alchemy	68	Field's Deed
3	Σ	Entwined Prejudiced Chaos	68	Rouge Fragment
3	Σ	Abrasive False Tragedy	69	Maiden's Plot

Rare Item Trades

Trader's Name	Your Item	Trade Item
Alicia	3-Floor Tower	Cats Hat
Annri	Chinese Food	Super Wufei
Benoit	Boxed Lunch	Yoshida (26)
Cyan	Rouge Fragment	Gimme Life
Flare	Magnolia Miso	Cats Gloves
Fool	Scent of Gero	Cats Boots
Panta	Ice Bar	Key Axe
Stare	Doll Amulet	Cats Armor
Teria	Maiden's Plot	Thunder Dad

Once you've acquired one or more of the rare items, it's time to look for a trading partner. Search for the characters listed below in the Root Towns and trade for the rare item in his or her possession. This is the only way you can collect the Cats' equipment and gain the special skill, Meooow!

Secret Keyword Areas: Maps and Stats

To make your experience more worthwhile, the basic information about the Secret Keyword areas is given. Use the maps to make your way to the treasures on the bottom floor. You can use these stats to choose your party members and inventory items.

Σ NOISY SACRED RINGING EARS

AREA VITALS

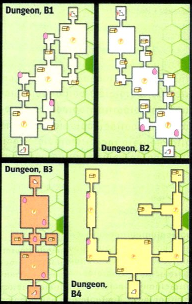
Battle Level	61
Element	Water
Grunty Food	Cordyceps Bear Cat Egg Golden Egg
Environment	Snow 1
Weather	Afternoon

MONSTERS

Bee Commando
Dark Guru
Mugai Wyvern
He{dhu&ter
Undead Voodoo

SPECIAL ITEMS

3-Floor Tower
Lady's Cap



Σ UNUSUAL GHOSTLY REMNANT

AREA VITALS

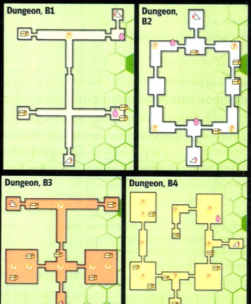
Battle Level	62
Element	Earth
Grunty Food	Root Vegetable Immature Egg Golden Egg
Environment	Wilderness
Weather	Night

MONSTERS

Bee Commando
Mugai Wyvern
%u{G/&}<i=n
San=Hi/
Spin Figure

SPECIAL ITEMS

Doll Amulet
Lady's Mail



Gruntys or chocobos—which are better? We know what we think, but share *your* thoughts at opm@ziffdavis.com.

www.dothack.com
Head here for some cool background info, a swell time line, and some nifty wallpapers.

INVISIBLE EGG?
Not really, since it's not only visible, but it also shouts out its name just in case you don't see it.

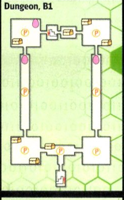
Σ BARKING HOT-BLOODED 500 LOHAN

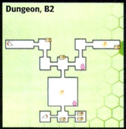
AREA VITALS

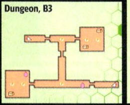
Battle Level	62
Element	Fire
Grunty Food	Snaky Cactus Bloody Egg Golden Egg
Environment	Desert 1
Weather	Evening

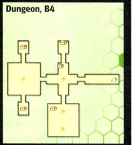
MONSTERS
- Glygon
- Hou=Go&m
- /onB=ll^$&a
- Spin Figure
- Undead Voodoo

SPECIAL ITEMS
- Lady's Gloves
- Magnolia Miso


Dungeon, B1


Dungeon, B2


Dungeon, B3


Dungeon, B4

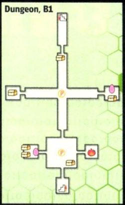
Σ TESTED MORPHEAN ALCHEMY

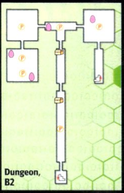
AREA VITALS

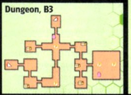
Battle Level	68
Element	Earth
Grunty Food	Root Vegetable Immature Egg Golden Egg
Environment	Wilderness
Weather	Afternoon

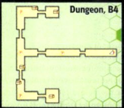
MONSTERS
- Dark Maiden
- De{th I$p^a&t
- Earthman Drill
- Org Napylon
- Sand Mountain
- Stare

SPECIAL ITEMS
- Field's Deed
- Vampire Blade


Dungeon, B1


Dungeon, B2


Dungeon, B3


Dungeon, B4

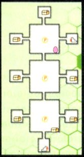
Σ ANCIENT DESTROYER'S BATTLEFIELD

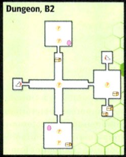
AREA VITALS

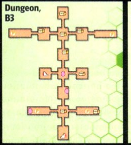
Battle Level	65
Element	Wood
Grunty Food	Mushroom Immature Egg Golden Egg
Environment	Leaf Mold
Weather	Cloudy

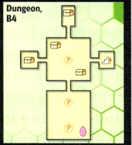
MONSTERS
- Glygon
- Gr=go&!
- Org Napylon
- ed^l}
- Sand Mountain

SPECIAL ITEMS
- Lady's Shoes
- Scent of Gero

Dungeon, B1



Dungeon, B2


Dungeon, B3


Dungeon, B4

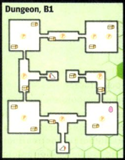
Σ ENTWINED PREJUDICED CHAOS

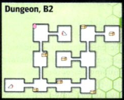
AREA VITALS

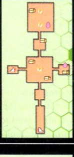
Battle Level	68
Element	Wood
Grunty Food	Mushroom Immature Egg Golden Egg
Environment	Leaf Mold
Weather	Evening

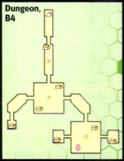
MONSTERS
- Dark Maiden
- Hand of God
- He{dhu&ter
- Nightmare
- Stare

SPECIAL ITEMS
- Kokoro
- Rouge Fragment


Dungeon, B1


Dungeon, B2

Dungeon, B3



Dungeon, B4

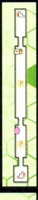
Σ GREEDY GAMBLER'S DRIFT

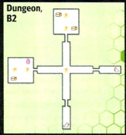
AREA VITALS

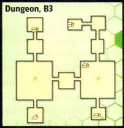
Battle Level	67
Element	Water
Grunty Food	White Cherry
Environment	Snow 2
Weather	Snowing

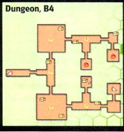
MONSTERS
- Acanthaster
- Dark Maiden
- He{dhu&ter
- Nightmare
- Sand Mountain

SPECIAL ITEMS
- Boxed Lunch
- Lady Killers

Dungeon, B1



Dungeon, B2


Dungeon, B3


Dungeon, B4

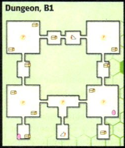
Σ ABRASIVE FALSE TRAGEDY

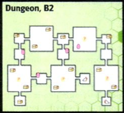
AREA VITALS

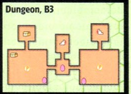
Battle Level	69
Element	Fire
Grunty Food	Twilight Onion Bear Cat Egg Golden Egg
Environment	Scorching 2
Weather	Cloudy

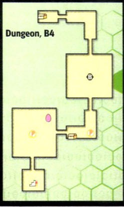
MONSTERS
- Dark Maiden
- Gr=go&!
- Hand of God
- Lich
- Sk^ll De}ilG$n

SPECIAL ITEMS
- Bear's Sword
- Crystal Stone
- Maiden's Plot


Dungeon, B1


Dungeon, B2


Dungeon, B3


Dungeon, B4

Yunie!

ETERNAL CALM
Don't miss next month's demo disc, which features a playable demo along with the *FFX-2* prequel video, Eternal Calm.

FINAL FANTASY X

Yuna's secret Aeons...well, not so secret anymore

Since Final Fantasy X *just became a Greatest Hits title, a bunch of you latecomers are finally getting around to playing it before plunking down even more cash for* Final Fantasy X-2*. For all you newbies, here's a quick guide to finding the secret Aeons,* FFX*'s awesome new way of summoning creatures.*

Anima

Seymour's creepy Aeon can be yours, assuming you've successfully retrieved all of the Destruction Sphere treasures from the six Aeon shrines (if you missed one, you can return to the shrines after beating Seymour Inside Sin). Input the airship coordinates X16 Y57 to reach the Baaj Temple. Tidus, Wakka, and Rikku jump into the lake, and Tidus vows to settle the score with the aquatic beast that bested him at the start of his journey. This fish can prove to be difficult for an inexperienced party. Rikku's powerful grenades and gems will make it a much easier battle, so toss liberally. Once it's out of the way, you'll dive into an undersea Fayth. Yuna will pray here and receive Anima.

SPECIAL ATTACK: PAIN This vicious attack randomly casts Death on an enemy.

OVERDRIVE: OBLIVION Anima's spooky overdrive opens a world of hurt on enemies, routinely causing more than 40,000 points of damage.

Yojimbo

This secret summon isn't all that useful, and he charges a steep fee for his services. You'll find this elusive samurai lurking in a forgotten cave between the Calm Lands and Mt. Gagazet. Take the NE exit from the Calm Lands, but rather than walking across the second bridge, go under it. You'll find a mysterious cave packed with monsters. At the heart of the cave, you'll encounter the tortured spirit of a fellow summoner. She'll summon Yojimbo to fight you, but he's a total breeze to kill. Afterward, Yuna will enter the Fayth. However, unlike most Aeons, Yojimbo will not join the party for free. He demands payment of 300,000 gil. It's possible to argue his price down to 250,000 if you're strapped for cash. He has no overdrive, cannot cast spells, and will not allow you to control him. Yojimbo demands gil to attack. Hand over 1 gil and he'll attack with his dog, Daigoro, or execute one of his sword strikes. If you give him a lot of gil, he'll break out Zanmato, a violent decapitation move.

EXCEED 9,999: Equipping Auron's Masamune allows Yojimbo to exceed 9,999 damage.

The Magus Sisters (Cindy, Sandy, and Mindy)

Cindy HP26110 MP 253
Sandy HP21526 MP 234
Mindy HP14926 MP 434

Final Fantasy X's greatest summon features the triumphant return of Cindy, Sandy, and Mindy, the Magus Sisters from *Final Fantasy IV*. Back in the day, these gals were nefarious bosses, but now they're fighting on the side of good. No other Aeon can match the raw power of these ladies. However, recruiting these chicks requires a lot of work.

First, you must capture one specimen of each monster roaming the Calm Lands and Mount Gagazet. Return to the trainer in the Calm Lands to receive a small prize. Once all 21 of these critters are in the bag, head to the southeast corner of the Calm Lands on a chocobo. You'll see a yellow feather on a ledge. Investigate the feather and you'll jump to a hidden ledge. Disembark from the bird and walk to the Remiem Temple. Yuna must now face off against the Aeon trainer against every Aeon she possesses. You can heal between bouts, so it shouldn't be much trouble. Eventually, you'll win two items that will open the nearby door to the Fayth of the Magus Sisters. On the way out, you can challenge the Aeon trainer one last time for a special item. She calls the Magus Sisters, so using Anima is your best bet.

CONTROLLING THE SISTERS: You can't directly control the actions of the sisters. Each one has options such as "Help Each Other," "Go, Go," and "Do As You Will." Choosing these general categories affects which actions they will take. Fighting commands are generally the best choices, but healing and defensive strategies work well in longer boss encounters. If one of them does something really great, choose "One More Time" during the next round to repeat it.

SPECIAL ATTACKS: The girls will randomly perform these moves when issued the "Fight!" command.
Cindy—Camisade—This hydropowered body slam hits hard.
Sandy—Razzia—Want to do 99,999 damage? Try this.
Mindy—Passado—Multiple stinging shots fly from her shapely behind.

OVERDRIVE: *Delta Attack*—If the Overdrive meters of all three sisters are full, tell them to "Combine Your Powers" to dish out the Delta Attack. Like any good *FF* final summon, it's obscenely long, quite beautiful, and totally deadly.

So Lulu gets preggers and doesn't tag along in *FFX-2*. How's that make you feel? Send your thoughts to opm@ziffdavis.com, titled "Boo Hoo Lulu."

Yevon Dome Cloister of Trials

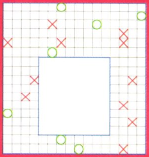
Although you don't actually gain an Aeon from this temple, you must still complete a rigorous test. The first room has eight spots on the floor. You must step on only the green blocks to pass (see diagram near the bottom, called "Entry").

A group of pedestals appears in the room. Four of them must be pushed to activate a puzzle in the next room. When you push one, you must enter the next room and step only on the floor tiles that correspond to the desired design. It's a real pain. Use this guide and the diagrams for a quick solution.

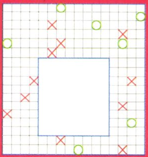
A Besaid Sphere and a Kilika Sphere appear. Place the Besaid Sphere in the right-center pedestal in the first room. Stick the Kilika Sphere in the left-center pedestal.

To obtain the Destruction Sphere treasure, return to this room after boarding the airship. The goal now is to light up only the white puzzle blocks. Step on only these blocks in both rooms. Take the Destruction Sphere that appears in the smaller room and place it in the right hole in the large room. Take the final treasure.

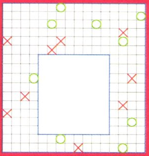
Bottom Left



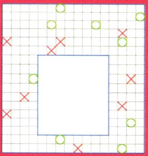
Bottom Right



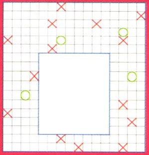
Upper Left



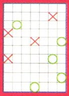
Upper Right



Sphere Treasure

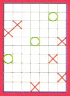


Entry



When you enter for the very first time, step on the green blocks indicated here.

Entry (Tr)



When you return to claim the treasure, step on these squares in the entry room.

00 26:84
009/031

FORGOTTEN GEM

The original *Italian Job* from Rockstar, not the crap one from Eidos.

GAME	PUBLISHER	SCORE	ISSUE
Dracula: The Resurrection	DreamCatcher	★★½	48
Dragon Ball GT	Bandai	★★	4
❸ **Dragon Ball Z: Ultimate Battle 22**	**Infogrames**	★	**69**

Who's Goku and why does he look the way he does? Enlighten us. As a bribe to explain the show to us, here's a cheat code:

UNLOCK BONUS CHARACTERS

At the Title screen, press the following: ⬆, △, ⬇, ⊗, ⬅, L1, ➡, R1

GAME	PUBLISHER	SCORE	ISSUE
Dragon Tales: Dragon Seek	NewKidCo	★½	45
Dragon Valor	Namco	★★★	38
Dragon Warrior VII	Enix	★★★★½	51
Dragonseeds	Jaleco	★★	15
Driver	**GT Interactive**	★★★★	**24**
Driver 2	Infogrames	★★★★	40
Ducati World Championship Racing	Acclaim	★★½	41
Duke Nukem: Land of the Babes	Infogrames	★★½	40
Duke Nukem: Time to Kill	**GT Interactive**	★★★½	**14**
Duke Nukem: Total Meltdown	GT Interactive	★★★	5
Dukes of Hazzard	**SouthPeak**	★½	**29**
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	★★	41
Dune 2000	Electronic Arts	★½	27
EA Sports Supercross	EA Sports	★★★½	41
Eagle One: Harrier Attack	Infogrames	★★★	32
Echo Night	Agetec	★★★	23
ECW Anarchy Rulz	Acclaim	★	38
ECW Hardcore Revolution	Acclaim	★½	30
Ehrgeiz	Square EA	★★★½	21
Einhänder	Sony CEA	★★★★	8
Elemental Gearbolt	Working Designs	★★★★	11
Eliminator	Psygnosis	★½	20
The Emperor's New Groove	SCEA	★★★½	40
Equestrian Showcase	Mud Duck	★★	71
ESPN MLS GameNight	Konami	★★★	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	½	54
Eternal Eyes	Crave	★½	38
Evil Dead: Hail to the King	THQ	★★½	41
Evil Zone	Titus	★★★	25
Expendable	Infogrames	★½	34
F1 2000	EA Sports	★★★½	33
F1 Championship Season	EA Sports	★★★½	40
F1 Racing Championship	Ubi Soft	★★½	39
Family Feud	Hasbro	★★★	39
Family Game Pack	3DO	★★½	33
Fantastic Four	Acclaim	★★	3
Fatal Fury: Wild Ambition	SNK	★½	30
Fear Effect	Eidos	★★★★½	31
Fear Effect 2: Retro Helix	Eidos	★★★★½	43
Felony 11-79	Ascii	★★★	1
FIFA 98	EA Sports	★★★½	4
FIFA 99	EA Sports	★★★★½	17
FIFA 2000	EA Sports	★★★★½	27
FIFA 2001 Major League Soccer	EA Sports	★★★★½	39
FIFA Soccer 2003	EA Sports	★★★½	63
The Fifth Element	Activision	½	15
Fighter Maker	Agetec	★★★½	21
Fighting Force	**Eidos**	★★★	**3**
Fighting Force 2	Eidos	★★	29
Final Fantasy Anthology	Square EA	★★★★½	26
Final Fantasy Chronicles	Square EA	★★★★	47
❷ **Final Fantasy Origins**	**Square Enix**	★★★½	**67**

Wanna build up your hit points real quick in *Final Fantasy II*? Wander around outside a town, get into random battles with easy enemies, then attack your own characters. The more HP you lose, the greater chance you'll be given an HP boost in return.

GAME	PUBLISHER	SCORE	ISSUE
Final Fantasy Tactics	**Sony CEA**	★★★★	**5**
Final Fantasy VII	**Sony CEA**	★★★★★	**1**
Final Fantasy VIII	**Square EA**	★★★★★	**25**
Final Fantasy IX	**Square EA**	★★★★★	**39**
Fisherman's Bait	Konami	★★★½	18
Fisherman's Bait 2: Big Ol' Bass	Konami	★★★	27
Flintstones Bedrock Bowling	SouthPeak	★	37
Ford Racing	Empire	★★½	44
Formula 1 '98	**Psygnosis**	★★★★	**15**
Formula 1 '99	Psygnosis	★★★½	28
Forsaken	Acclaim	★★★★	10

GAME	PUBLISHER	SCORE	ISSUE
Fox Sports Golf '99	Fox Interactive	★★	11
Fox Sports Soccer '99	Fox Interactive	★★½	11
Freestyle Boardin' '99	Capcom	★★½	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	★★½	40
Frogger	**Hasbro**	★★½	**4**
Frogger 2: Swampy's Revenge	Hasbro	★★★	38
Front Mission 3	Square EA	★★★★½	31
Future Cop L.A.P.D.	Electronic Arts	★★★	13
G-Police	Psygnosis	★★★★½	3
G-Police 2	Psygnosis	★★★★	25
G-Darius	THQ	★★★★	13
Galaga: Destination Earth	Hasbro	★★½	39
Galerians	Crave	★★★	33
Gallop Racer	Tecmo	★★½	28
Gauntlet Legends	Midway	★★½	32
Gekido	Interplay	★★★	34
Gekioh: Shooting King	Natsume	★★★½	67
Gex: Deep Cover Gecko	Eidos	★★★½	20
Gex: Enter the Gecko	Midway	★★★½	7
Ghost in the Shell	THQ	★★★★	4
Glover	Hasbro	★★	28
Gold and Glory: The Road to El Dorado	Sony CEA	★★	42
Gran Turismo	**Sony CEA**	★★★★★	**9**
Gran Turismo 2	**Sony CEA**	★★★★★	**29**
Grand Theft Auto	**Take 2**	★★½	**10**
Grand Theft Auto 2	Rockstar	★★★	27
Grand Theft Auto: London 1969	Rockstar	★★½	22
Grand Tour Racing '98	Activision	★★★	1
Grandia	Sony CEA	★★★★½	26
Granstream Saga	THQ	★★★	10
The Grinch	Konami/Universal	★½	39
Grind Session	Sony CEA	★★★★	34
Grudge Warriors	Take 2	★★	34
Guardian's Crusade	Activision	★★★	19
Gubble	Mud Duck	½	68
Gundam Battle Assault 2	Bandai	★★★★	62
Gunfighter: The Legend of Jesse James	Ubi Soft	★★½	52
HardBall '99	Accolade	★½	15
Harry Potter and the Sorcerer's Stone	EA Games	★★★	53
Harry Potter and the Chamber of Secrets	EA Games	★★★	64
Harvest Moon: Back to Nature	Natsume	★★★½	40
HBO Boxing	Acclaim	★★	41
Heart of Darkness	Interplay	★★★★	13
Hellboy: Asylum Seeker	Dreamcatcher	½	73
Hello Kitty's Cube Frenzy	NewKidCo	★★½	20
Herc's Adventures	LucasArts	★★★	2
High Heat Baseball 2000	3DO	★	22
High Heat Major League Baseball 2002	3DO	★★★★	43
Hogs of War	Infogrames	★★★★	38
Hooters Road Trip	Ubi Soft	½	55
Hoshigami: Ruining Blue Earth	Atlus	★★½	53
Hot Shots Golf	Sony CEA	★★★★	7
Hot Shots Golf 2	Sony CEA	★★★½	30
Hot Wheels Turbo Racing	**Electronic Arts**	★★½	**25**
Hydro Thunder	Midway	★★	31
IHRA Drag Racing	Bethesda	½	53
In Cold Blood	DreamCatcher	★★	49
Incredible Crisis	Titus	★★★½	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	★★★½	50
Intelligent Qube	Sony CEA	★★★	2
Intellivision Classic Games	Activision	★½	28
Int'l. Superstar Soccer 98	Konami	★★★★½	11
Int'l. Track & Field 2000	Konami	★★★★	27
❺ **InuYasha**	**Bandai**	★★★	**68**

UNLOCK ALL CHARACTERS (except Totosai)

⬆, ➡, ⬇, ⬅, ⬆, ➡, ⬇, ⬅

UNLOCK TOTOSAI

⬆, ⬆, ⬇, ⬇, ⬅, ⬅, ➡, ➡, ⬆, ⬅, ⬇, ➡, ⬆, ⬅, ⬇, ➡

UNLOCK DEMON INUYASHA

⬆, ⬆, L1, L1, ⬇, ⬇, R1, R1

GAME	PUBLISHER	SCORE	ISSUE
Invasion From Beyond	GT Interactive	★★	19
Iron Soldier 3	Vatical	★★★★	35
Irritating Stick	Jaleco	★★★	18
ISS Pro Evolution	Konami	★★★★½	35

REPLAY FORUM

GRUNTY RACING 2003

I am having trouble in *.hack//Mutation*.... I'm addicted to Grunty racing!!! The only problem is I can't get first place; I am wasting hundreds of dollars and get only second or third place, and I know getting second place isn't anything to scoff at, but I just can't get that extra tenth of a second to push second to first...if there is any trick to winning the Golden Grunty, can you please help?

Matt Brady
GodLike182@aol.com

There are no shortcuts to Grunty racing. Grunty racing is all about heart. Maybe it's your heart of coal that's making it so tough. Still, one thing that might help is knowing which Grunty is best for you. Poison and Snakey Grunties offer good handling and acceleration, but they aren't as fast as the others. Iron and Bony Grunties are the speed demons of the bunch. And Noble Grunties are well-balanced overall.

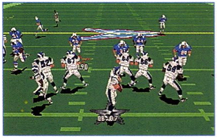
YET MORE GTA: VC!

Tired of losing all those street races from Sunshine Autos in *GTA:VC*? Well, to remedy your pain, I have a nice tip: first steal a tank from the Army Base and then get to the starting grid. When the race begins, fire your bazooka from the tank to take out the other three racers. Use this method in every race to complete all of the races.

Kyle Dawkins
TheRealist720@aol.com

GAME	PUBLISHER	SCORE	ISSUE
The Italian Job	**Rockstar**	★★★★★	**57**
Jackie Chan Stuntmaster	Midway	★★★½	30
Jade Cocoon	Crave	★★★½	23
Jarrett & LaBonte Stock Car Racing	Codemasters	★★★★	38
Jeopardy!	Hasbro	★★★★	17
Jeopardy! 2	Hasbro	★★★★	29
Jeremy McGrath Supercross 2000	**Acclaim**	★½	**38**
Jersey Devil	Sony CEA	★★	10
Jet Moto 2	**Sony CEA**	★★★½	**3**
Jet Moto 3	989 Studios	★★★½	26
Jigsaw Madness	XS Games	★★	70
Jimmy Johnson VR Football	Interplay	★★	2
Jojo's Bizarre Adventure	Capcom	★★★★½	31
Juggernaut	Jaleco	★★	26
K-1 Grand Prix	Jaleco	★★★½	28
K-1 Revenge	Jaleco	★★½	18
Kagero: Deception II	Tecmo	★★★★½	14
Kartia	Atlus	★★★★	12
Kensei Sacred Fist	Konami	★½	17
Kickboxing	Agetec	★	58
Killer Loop	Crave	★★★	27
King of Fighters 99	Agetec	★★★★	41
KISS Pinball	Take 2	★½	46
Klonoa	**Namco**	★★★★★	**6**
Knockout Kings	EA Sports	★★★½	16
Knockout Kings 2000	EA Sports	★★★★	27
Knockout Kings 2001	EA Sports	★★★★	39
Konami Arcade Classics	Konami	★★½	23
Koudelka	Infogrames	★★★	35
Kurt Warner's Arena Football Unleashed	Midway	★★★	34
The Land Before Time: Great Valley Racing	TDK Mediactive	★★★	46
The Land Before Time: Return to Great Valley	Sound Source	★★½	39
Largo Winch .//Commando Sar	Ubi Soft	½	57
Legacy of Kain: Soul Reaver	**Eidos**	★★★★½	**25**
The Legend of Dragoon	Sony CEA	★★★★½	34
Legend of Legaia	Sony CEA	★★★★	19
Legend of Mana	Square EA	★★½	35
Lego Island 2: The Brickster's Revenge	Lego Media	★★½	46
Lego Rock Raiders	Lego Media	★	37
Lilo & Stitch	Sony CEA	★★★½	59
The Lion King: Simba's Mighty Adventure	Activision	★½	42
The Little Mermaid II	THQ	★★★★	39
Lode Runner	Natsume	★★½	4
Looney Tunes Racing	Infogrames	★★½	39
Looney Tunes: Sheep Raider	Infogrames	★★½	51
The Lost World: Jurassic Park	**Electronic Arts**	★	**2**
Lunar: Silver Star Story Complete	Working Designs	★★★★½	22
Lunar 2: Eternal Blue Complete	Working Designs	★★★★	40
Madden NFL 98	**EA Sports**	★★★★	**2**
Madden NFL 99	EA Sports	★★★★½	13
Madden NFL 2000	**EA Sports**	★★★★★	**25**
Madden NFL 2001	**EA Sports**	★★★★★	**37**
Madden NFL 2002	EA Sports	★★★★½	49
Madden NFL 2003	EA Sports	★★★★	62
❶ **Madden NFL 2004**	**EA Sports**	★★★★	**74**

We got a whole page of *Madden* stuff, both on page 154 and in last month's Replay. No need for more!



GAME	PUBLISHER	SCORE	ISSUE
Marble Master	Conspiracy	★★½	69
Martian Gothic: Unification	Take 2	★★★½	52
Marvel Super Heroes	Capcom	★★	2
Marvel Super Heroes vs. Street Fighter	Capcom	★★★½	18
Marvel vs. Capcom EX	Capcom	★★½	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	★★★½	40

★★★★ Rating for Rainbow Studios' previous games (*ATV Offroad Fury* and *Matt Hoffman's Pro BMX 2*).

READER REVIEWS

Splashing it up with Lara

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-star rating just because you like it!

SPLASHDOWN: RIDES GONE WILD

What you said: "Every now and then a game will come along where I say, 'What the heck' and give it a shot. I did this with *Splashdown: Rides Gone Wild* after reading Joe's rave review in *OPM*. Boy am I happy I gave this game a shot.

This is one of those special games that remind me of why I/we love videogames and how much fun they can be. From the very first race I knew I was in for a treat, due to the way the level morphed into some sort of war zone with all kinds of smashing, crashing, and things falling all around the race course. And wait until you see the course with the dinosaurs, you'll be driving off course because you're mesmerized by them. It's like each race is a thrill ride through the most imaginative levels I've ever seen. It's really an amazing feast for the eyes.

The game is so alive! And the controls are sublime for this type of game. You really feel like you're in control of everything. It has an easy trick system, great-looking water that has awesome physics, tons of unlockables, rocking tunes, solid characters with sometimes hilarious dialogue, and even a Stadium mode for the gamers who want to play a more technical style of game. There's nothing missing in this game, outside of it not having an online mode. Now that would have rocked.

If you like arcade-style racing games, you'd be foolish not to 'splashdown' the cash (only $39.99) for this killer game. It's the coolest racer on PS2 as far as I'm concerned."

Your Score ★★★★★

Jeff Belsky
OJTBehaaave@cs.com

> **"This is one of those special games that remind me of why I/we love videogames..."**

What we said: "Anyway, I was a fool for doubting Rainbow, because not only has the developer delivered a solid racer and a satisfying sequel, it's gone well above and beyond the call of extreme-sports-racing duty."

Our Score ★★★★★

TOMB RAIDER: ANGEL OF DARKNESS

What you said: "I got about halfway through *Tomb Raider: Angel of Darkness* and decided that, despite all its flaws, I was interested enough to finish it. Then I realized I was on the last level. Lame."

Your Score ★

James Ketchem
jamesketchem@knology.net

What we said: "The game is full of 'what the...' moments, and more often than not, they're simply because of crappy design. *Angel* is one of the sloppiest big-budget games we've seen in a long time, and given that it was three years in the making, how can this be excusable?"

Our Score ★★

1st
LAP: 1/3
BEST:
LAP: 00:27.28
LEAD: -00:02.21
65
MPH

GAME	PUBLISHER	SCORE	ISSUE
Mary-Kate and Ashley: Winner's Circle	Acclaim	★★½	45
Mass Destruction	ASC	★★½	3
Mat Hoffman's Pro BMX	Activision	★★★★	45
Maximum Force	Midway	★½	2
MDK	Playmates	★★½	3
Medal Of Honor	**Electronic Arts**	**★★★★**	**27**
Medal Of Honor Underground	Electronic Arts	★★★★	39
MediEvil	Sony CEA	★★★★	14
MediEvil II	Sony CEA	★★★½	32
Mega Man Legends	Capcom	★★★★	12
Mega Man Legends 2	Capcom	★★★½	39
Mega Man X4	Capcom	★★★	4
Mega Man X5	Capcom	★★★½	41
Mega Man X6	Capcom	★★★	53
Men in Black–The Series: Crashdown	Infogrames	★★★	54
Metal Gear Solid	**Konami**	**★★★★★**	**14**
Metal Gear Solid: VR Missions	Konami	★★★★	25
Metal Slug X	Agetec	★★★★	43
Micro Machines	**Midway**	**★★★★★**	**5**
Micro Maniacs	Codemasters	★★★★	32
Mike Tyson Boxing	Codemasters	★★	39
Miracle Space Race	Mud Duck	★	71
The Misadventures of Tron Bonne	Capcom	★★★★	31
Miss Spider's Tea Party	Simon & Schuster	★★★	41
Missile Command	Hasbro	★★★	28
Mission: Impossible	Infogrames	★★	28
MK Mythologies	Midway	★★½	3
MLB 98	Sony CEA	★★★	1
MLB 99	Sony CEA	★★★★	9
MLB 2000	989 Studios	★★★★	21
MLB 2001	989 Studios	★★★	33
MLB 2002	Sony CEA	★★	46
MLB 2003	Sony CEA	★★★★	60
MLB 2004	Sony CEA	★★★★½	70
MLB Bottom of the 9th 99	Konami	★★★½	12
Mobil 1: Rally Championship	Electronic Arts	★★★	32
Mobile Armor	Agetec	★	70
Mobile Light Force	XS Games	★★★½	69
Monaco Grand Prix	Ubi Soft	★★★½	21
Monkey Hero	Take 2	★★	18
Monkey Magic	Sunsoft	★	29
Monopoly	**Hasbro**	**★★★**	**5**
Monster Bass!	XS Games	★★	70
Monster Rancher 2	Tecmo	★★★★	26
Monster Rancher Battle Card: Episode II	Tecmo	★★★½	36
Monster Rancher Hop-A-Bout	Tecmo	★★★½	41
Monster Seed	Sunsoft	★★½	20
Monsters, Inc.	Sony CEA	★★★½	51
Mort the Chicken	Crave	★½	41
Mortal Kombat: Special Forces	Midway	★½	36
Mortal Kombat 4	**Midway**	**★★★½**	**11**
Mortal Kombat Trilogy	Midway	n/a	n/a
Moto Racer	**Electronic Arts**	**★★★★★**	**3**
Moto Racer 2	Electronic Arts	★★★★½	14
Moto Racer World Tour	Infogrames	★★★★	40
Motocross Mania	Take 2	★	48
Motocross Mania 2	Gotham Games	★★½	72
Motorhead	Fox Interactive	★★★½	14
Mr. Domino	Acclaim	★★★½	15
Mr. Driller	Namco	★★★★	33
Ms. Pac-Man Maze Madness	Namco	★★★★	38
MTV Music Generator	Codemasters	★★★★	28
MTV Sports: Pure Ride	THQ	★★★½	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	★	39
MTV Sports: Snowboarding	THQ	★★★½	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	★★	45
The Mummy	Konami	★★★	41
Muppet Monster Adventure	Midway	★★★★	39
Muppet Race Mania	Midway	★★★½	39
My Disney Kitchen	Bam	n/a	n/a
N.GEN Racing	Infogrames	★★½	35
N20	Fox Interactive	★★	11
Nagano Winter Olympics 98	Konami	★★	6
Namco Museum Vol. 3	Namco	n/a	n/a
NASCAR 98	**EA Sports**	**★★★★**	**3**
NASCAR 99	**EA Sports**	**★★★★**	**14**
NASCAR 2000	EA Sports	★★★★	26
NASCAR 2001	EA Sports	★★½	38
NASCAR Heat	Hasbro	★★★½	40
NASCAR Rumble	Electronic Arts	★★★½	31
NASCAR Thunder 2002	EA Sports	★★	52
NBA Fastbreak 98	Midway	★★½	4
NBA Hoopz	Midway	★★★	43
NBA In the Zone 98	Konami	★★½	7
NBA In the Zone 99	Konami	★★★½	19
NBA In the Zone 2000	Konami	★★½	28
NBA Live 98	EA Sports	★★★★½	3
NBA Live 99	EA Sports	★★★★	16
NBA Live 2000	EA Sports	★★★★½	28
NBA Live 2001	EA Sports	★★★★	39
NBA Live 2002	EA Sports	★★★½	53
NBA ShootOut 98	Sony CEA	★★★½	8
NBA ShootOut 2000	989 Studios	★★★	30
NBA ShootOut 2001	989 Studios	★★½	39
NBA ShootOut 2002	Sony CEA	★★★½	50
NBA ShootOut 2003	Sony CEA	★★★½	63
NBA Showtime: NBA on NBC	Midway	★★★	28
NBA Tonight	ESPN Digital	★★★	14
NCAA Final Four 99	989 Studios	★★★½	18
NCAA Final Four 2000	989 Studios	★★★½	28
NCAA Final Four 2001	Sony CEA	★★	40
NCAA Football 98	EA Sports	★★	2
NCAA Football 99	EA Sports	★★★★½	12
NCAA Football 2000	EA Sports	★★★★	25
NCAA Football 2001	EA Sports	★★★½	36
NCAA GameBreaker 98	Sony CEA	★★★★	4
NCAA GameBreaker 99	989 Studios	★★★★	15
NCAA GameBreaker 2000	989 Studios	★★★	25
NCAA GameBreaker 2001	Sony CEA	★★½	37
NCAA March Madness 98	EA Sports	★★★★	7
NCAA March Madness 99	EA Sports	★★★	18
NCAA March Madness 2000	EA Sports	★★★★	29
NCAA March Madness 2001	EA Sports	★★	41
Nectaris: Military Madness	Jaleco	★★★★	17
Need for Speed III	**Electronic Arts**	**★★★★**	**8**
Need for Speed: High Stakes	**Electronic Arts**	**★★★★½**	**20**
Need for Speed: Porsche Unleashed	Electronic Arts	★★★½	33
Need for Speed: V-Rally	Electronic Arts	★½	3
Need for Speed: V-Rally 2	Electronic Arts	★★★½	28
Newman/Haas Racing	Psygnosis	★★	7
The Next Tetris	Hasbro	★★★	24
NFL Blitz	**Midway**	**★★★★★**	**13**
NFL Blitz 2000	**Midway**	**★★★★★**	**24**
NFL Blitz 2001	Midway	★★★½	38
NFL GameDay 98	**Sony CEA**	**★★★★★**	**1**
NFL GameDay 99	989 Studios	★★★★	13
NFL GameDay 2000	989 Studios	★★★★	25
NFL GameDay 2001	989 Studios	★★½	37
NFL GameDay 2002	Sony CEA	★★	49
NFL GameDay 2003	Sony CEA	★★★★	62
NFL Xtreme	989 Studios	★★	11
NFL Xtreme 2	989 Studios	★½	24
NHL 98	EA Sports	★★★★	2
NHL 99	EA Sports	★★★★½	15
NHL 2000	EA Sports	★★★★	26
NHL 2001	EA Sports	★★★★	38
NHL Blades of Steel 2000	Konami	★★	28
NHL Breakaway 98	Acclaim	★★★	2
NHL Championship 2000	Fox Interactive	★★★	27
NHL FaceOff 98	**Sony CEA**	**★★★★★**	**2**
NHL FaceOff 99	989 Studios	★★★★	14
NHL FaceOff 2000	989 Studios	★★★★	26
NHL FaceOff 2001	Sony CEA	★★★★½	38
NHL Rock the Rink	Electronic Arts	★★★★	32
Nick Toons Racing	Infogrames	★★★	48
Nightmare Creatures	Activision	★★★½	3
Nightmare Creatures II	Konami	★★	33
Ninja: Shadow of Darkness	Eidos	★½	15

33 Total number of classic animated movies by Disney. This doesn't count Pixar movies or obscure sequels.

GAME	PUBLISHER	SCORE	ISSUE
Nuclear Strike	Electronic Arts	★★★★½	3
O.D.T.	Psygnosis	★½	15
Oddworld: Abe's Exoddus	GT Interactive	★★★★½	15
Oddworld: Abe's Oddysee	**GT Interactive**	★★★★	**1**
Omega Boost	Sony CEA	★★★★	25
One	ASC	★★★★	4
One Piece Mansion	Capcom	★½	50
Pac-Man World	**Namco**	★★★★½	**25**
Pandemonium! 2	Midway	★★★½	3
Panzer Front	Agetec	★★★½	51
PaRappa the Rapper	**Sony CEA**	★★★★★	**2**
Parasite Eve	**Square EA**	★★★★	**12**
Parasite Eve II	Square EA	★★★★½	37
Patriotic PInball	Gotham Games	★★½	70
Persona 2: Eternal Punishment	Atlus	★★★★	41
Peter Jacobsen's Golden Tee Golf	Infogrames	★★★½	41
PGA Tour 98	EA Sports	★★★	3
Pinobee	Konami	★★	68
Pipe Dreams 3D	Empire Int.	★★	52
Pitfall 3D	Activision	★★	9
Planet of the Apes	Ubi Soft	★★★	63
Play With The Teletubbies	Knowledge Adv.	★★	36
Pocket Fighter	Capcom	★★★★	11
Point Blank	Namco	★★★½	6
Point Blank 2	Namco	★★★½	20
Point Blank 3	Namco	★★★½	44
Polaris SnoCross	Vatical	★★½	38
Pong	Hasbro	★★★½	27
Pool Hustler	Activision	★★★★	15
Populous: The Beginning	Electronic Arts	★½	21
Porsche Challenge	Sony CEA	★★★½	1
Power Play Sports Trivia	Ubi Soft	★★	58
Power Rangers Lightspeed Rescue	THQ	★½	40

GAME	PUBLISHER	SCORE	ISSUE
Power Shovel	Acclaim	★★★	49
Power Soccer 2	Psygnosis	★★★	5
Power Spike Pro Beach Volleyball	Infogrames	★★½	41
The Powerpuff Girls: Chemical X-Traction	Bam	★½	51
Poy Poy	Konami	★★★	3
Pro 18 World Tour Golf	Psygnosis	★★	19
Pro Pinball: Big Race USA	Empire	★★★½	37
Pro Pinball: Fantastic Journey	Empire	★★★½	37
Pro Pinball: Timeshock!	Take 2	★	10
Psybadek	Psygnosis	★★	15
Punky Skunk	Jaleco	★★★	6
Putter Golf	Agetec	½	53
Puzzle Star Sweep	Agetec	★★½	43
Puzznic	Mud Duck	★	71
Q-Bert	Hasbro	★★½	28
Quake II	Activision	★★★★	27
R-Type Delta	Agetec	★★★★½	23
R-Types	Ascii	★★★½	17
R4: Ridge Racer Type 4	Namco	★★★★	20
Racing	Agetec	½	43
Rage Ball	Agetec	★½	68
Railroad Tycoon II	Take 2	★★★	30
Rainbow Six	Red Storm	★	27
Rally Cross 2	989 Studios	★★★½	15
Rampage	Midway	★★½	4
Rampage 2: Universal Tour	Midway	★	21
Rampage Through Time	Midway	★½	36
Ray Tracers	THQ	★★★	5
RayCrisis	Working Designs	★★★	38
Rayman 2: The Great Escape	Ubi Soft	★★★★	35
Rayman Brain Games	Ubi Soft	★★★	50
Rayman Rush	Ubi Soft	★★★	57
Razor Freestyle Scooter	Crave	★★★	41

REPLAY FORUM

MIDNIGHT CLUBBING IN VICE CITY

I noticed in the Los Angeles level in *Midnight Club 2* that the graffiti says "Vice City." I also noticed that it says "Rockstar." Just a little goodie that people might find neat.

Todd
SolidSnake2491
@aol.com

DONALD'S SECRET

There's a secret picture of Donald in the Destiny Islands in *Kingdom Hearts*. Go into the Secret Place and look on the right side of the cave, close to the entrance.

Magicbroom83
@aol.com

GAME	PUBLISHER	SCORE	ISSUE
RC de GO!	Acclaim	★★★★	40
RC Helicopter	Agetec	★½	68
RC Revenge	Acclaim	★★★½	37
RC Stunt Copter	Titus	★★★★	25
Re-Volt	Acclaim	★★	26
Ready 2 Rumble	**Midway**	★★★½	**27**
Ready 2 Rumble: Round 2	Midway	★★★	40
Red Asphalt	Interplay	★½	3
Reel Fishing	**Natsume**	★★★	**3**
Reel Fishing II	Natsume	★★	34
Resident Evil: Director's Cut	**Capcom**	★★★	**2**
Resident Evil 2	**Capcom**	★★★★★	**6**
Resident Evil 2: Dual Shock	**Capcom**	★★★★★	**13**
Resident Evil 3: Nemesis	Capcom	★★★★½	27
Resident Evil: Survivor	Capcom	★½	38
Rhapsody: A Musical Adventure	Atlus	★★★	35
Rising Zan	Agetec	★★★★	24
Risk	Hasbro	★★★★	11
Rival Schools	Capcom	★★★★	14
Riven: The Sequel to Myst	**Acclaim**	★★★★★	**6**
Road Rash 3D	**Electronic Arts**	★★★	**11**
Road Rash: Jail Break	Electronic Arts	★★	30
Rock 'Em Sock 'Em Robots	Mattel	★★★	41
Rocket Power: Team Rocket Rescue	THQ	★½	51
Rogue Trip	GT Interactive	★★★½	14
Roll Away	Psygnosis	★★★★½	13
Rollcage	Psygnosis	★★★½	19
Rollcage Stage II	Psygnosis	★★★½	31
Romance of the Three Kingdoms VI	Koei	★★	30
Roswell Conspiracies: Aliens, Myths, & Legends	Red Storm	★	48
RPG Maker	Agetec	★★★★½	35
Rugrats: Totally Angelica	THQ	★★★½	48
Rugrats in Paris: The Movie	THQ	★★★	41

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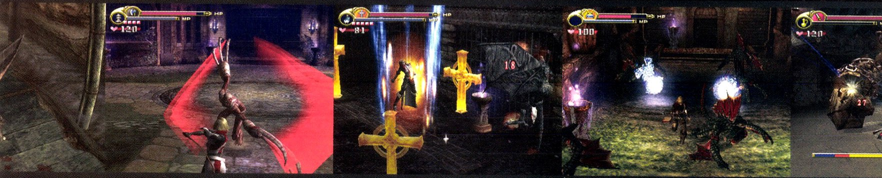

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REPLAY

End of the line before we rewind.

MOVIE OF THE SUMMER

At press time, it was definitely *Finding Nemo* after earning over $332 million.

GAME	PUBLISHER	SCORE	ISSUE
Runabout 2	Hot-B	★	36
Running Wild	989 Studios	★★	14
Rushdown	Electronic Arts	★★	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	½	45
SaGa Frontier	Sony CEA	★★★½	8
SaGa Frontier 2	Square EA	★★★½	29
Saiyuki: Journey West	Koei	★★★½	47
Saltwater Sportfishing	Agetec	★★½	52
Sammy Sosa High Heat Baseball 2001	3DO	★★	32
Sammy Sosa Softball Slam	3DO	★★	33
Samurai Shodown: Warrior's Rage	SNK	★½	36
Scooby-Doo and the Cyber Chase	THQ	★★	52
Scrabble	Hasbro	★★½	28
Sentinel Returns	Psygnosis	★★	11
Sesame Street Sports	NewKidCo	★★★½	54
Shadow Madness	Crave	★★½	19
Shadow Man	Acclaim	★½	27
Shadow Master	Psygnosis	★★★★	5
Shadow Tower	Agetec	½	28
Shanghai: True Valor	Sunsoft	★★★	20
Sheep	Empire	★★★	41
Shrek: Treasure Hunt	TDK Mediactive	n/a	n/a
Shipwreckers	Psygnosis	★★★	3
Shooter: Space Shot	Agetec	★★★½	48
Shooter: Starfighter Sanvein	Agetec	★★	43
Silent Bomber	Bandai	★★★★	30
Silent Hill	**Konami**	**★★★★**	**18**
Silhouette Mirage	Working Designs	★★★½	29
Sim Theme Park	Electronic Arts	★★½	33
The Simpsons Wrestling	Taito	★★	45
Skullmonkeys	**Electronic Arts**	**★★★★★**	**6**
Skydiving Extreme	Banpresto	★½	49
Sled Storm	**Electronic Arts**	**★★★★**	**24**
Slots	Activision	★★	72
Small Soldiers	Electronic Arts	★½	15
Smurfs	Infogrames	★★★★	29
Smurf Racer	Infogrames	★★	45
Sno-Cross Championship Racing	Crave	★½	37
Snowboarding	Agetec	★★	43
Sol Divide	XS Games	★★★	68
Sorcerer's Maze	XS Games	★★★½	68
Soul of the Samurai	Konami	★½	24
South Park	Acclaim	★½	27
South Park: Chef's Luv Shack	Acclaim	★	28
South Park Rally	Acclaim	★½	29
Space Invaders	Activision	★★★	27
Spawn: The Eternal	Sony CEA	★★	4
Spec Ops: Covert Assault	Take 2	★	52
Spec Ops: Ranger Elite	Take 2	★	46
Spec Ops: Stealth Patrol	Take 2	★	34
Speed Punks	Sony CEA	★★★★½	32
Speed Racer	Jaleco	★★	8
Speedball 2100	Empire	★★½	40
Spider-Man	**Activision**	**★★★★★**	**37**
Spider-Man 2: Enter Electro	Activision	★★★½	50
Spin Jam	Take 2	★½	38
SpongeBob SquarePants	THQ	★★	51
Sports Car GT	Electronic Arts	★★½	21
Spyro the Dragon	**Sony CEA**	**★★★★**	**13**
Spyro 2: Ripto's Rage!	**Sony CEA**	**★★★★½**	**27**
Spyro 3: Year of the Dragon	**Sony CEA**	**★★★★★**	**39**
Star Ocean: The 2nd Story	Sony CEA	★★★★½	22
Star Trek: Invasion	Activision	★★★★½	37
Star Wars Episode I: Jedi Power Battles	LucasArts	★★½	33
Star Wars Episode I: The Phantom Menace	**LucasArts**	**★★★**	**25**
Star Wars Masters of Teräs Käsi	LucasArts	★★★	4
Star Wars Demolition	LucasArts	★★★½	41
Steel Reign	Sony CEA	★★★	2
Streak	GT Interactive	★★½	15
Street Fighter Alpha 3	**Capcom**	**★★★★★**	**21**
Street Fighter Collection	Capcom	★★★	4
Street Fighter Collection 2	Capcom	★★★	16
Street Fighter EX Plus Alpha	Capcom	★★★★	2
Street Fighter EX2 Plus	Capcom	★★★	33
Street Racquetball	Agetec	½	68
Street Sk8er	Electronic Arts	★★½	19
Street Sk8er 2	Electronic Arts	★★★	32
Strider 2	Capcom	★★★½	34
Striker Pro 2000	Infogrames	★★★★	33
Strikers 1945	Agetec	★★½	44
Stuart Little 2	Sony CEA	★★½	60
Suikoden II	Konami	★★★★	26
Super Bubble Pop	Jaleco	★	68
Super Shot Soccer	Tecmo	★★★½	61
Superbike 2000	EA Sports	★½	32
SuperCross 2000	EA Sports	★½	29
SuperCross Circuit	989 Studios	★★★½	28
Superstar Dance Club #1 Hits!!!	XS Games	★★½	67
Surf Riders	Ubi Soft	★½	35
Sydney 2000	Eidos	★★	38
Syphon Filter	**989 Studios**	**★★★★**	**18**
Syphon Filter 2	989 Studios	★★★½	31
Syphon Filter 3	Sony CEA	★★★½	52
T'ai Fu	Activision	★½	19
T.R.A.G.	Sunsoft	★★★	20
Tactics Ogre	Atlus	★★★½	12
Tail Concerto	Atlus	★★★½	26
Tales of Destiny	Namco	★★★★	13
Tales of Destiny II	Namco	★★★½	49
Tarzan	**Sony CEA**	**★★★½**	**24**
Team Buddies	Midway	★★★½	38
Team LOSI RC Racing	Fox Interactive	★★½	13
Tekken 3	**Namco**	**★★★★★**	**9**
Tenchu	**Activision**	**★★★★**	**14**
Tenchu 2: Birth of the Stealth Assassins	Activision	★★★	37
Tennis	Agetec	★★	53
Tennis Arena	Ubi Soft	★★½	4
Test Drive 4	**Accolade**	**★★★½**	**3**
Test Drive 5	**Accolade**	**★★★½**	**15**
Test Drive 6	Infogrames	★★★½	27
Test Drive: Le Mans	Infogrames	★★½	34
Test Drive: Off-Road 3	Infogrames	★★	26
Thousand Arms	Atlus	★★★★	26
Thrasher: Skate & Destroy	Rockstar	★★★½	29
Threads of Fate	Square EA	★★★½	35
Thunder Force V	Working Designs	★★★	13
Tiger Woods 99 PGA Tour Golf	EA Sports	★★★★	16
Tiger Woods PGA Tour 2001	EA Sports	★★★½	41
Tigger's Honey Hunt	NewKidCo	★★★★	41
Time Crisis: Project Titan	Namco	★★★	45
Tiny Tank	Sony CEA	★★	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	★½	50
Tiny Toons: The Great Beanstalk	NewKidCo	★★★★	18
TOCA 2	Activision	★★★★½	27
Tom & Jerry in House Trap	Eidos	★★★	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	★★½	45
Tomb Raider II	**Eidos**	**★★★★½**	**4**
Tomb Raider III	**Eidos**	**★★★½**	**16**
Tomb Raider: Chronicles	Eidos	★★½	41
Tomb Raider: The Last Revelation	Eidos	★★★★	29
Tomba!	Sony CEA	★★★★	11
Tomba! 2: The Evil Swine Return	Sony CEA	★★★★	29
Tomorrow Never Dies	**Electronic Arts**	**★★★½**	**28**
Tonka Space Station	Hasbro	★★½	41
Tony Hawk's Pro Skater	**Activision**	**★★★★½**	**26**
Tony Hawk's Pro Skater 2	**Activision**	**★★★★★**	**38**
Tony Hawk's Pro Skater 3	Activision	★★★★½	51
Tony Hawk's Pro Skater 4	Activision	★★★★	64
Toonenstein: Dare to Scare	Vatical	★★½	29
Torneko: The Last Hope	Enix	★★	40
Toy Story 2	Activision	★★★	28
Toy Story Racer	Activision	★★★	44
Transformers: Beast Wars Transmetals	Bam	★	36
Trap Gunner	Atlus	★★½	13
Treasures of the Deep	Namco	★★★★	1
Trickin' Snowboarder	Capcom	★½	25
Triple Play '99	EA Sports	★★½	9
Triple Play 2000	EA Sports	★★★★½	20
Triple Play 2001	**EA Sports**	**★★★★★**	**32**
Triple Play Baseball	EA Sports	★★½	44
Turbo Prop Racing	Sony CEA	★★★	11
Turnabout	Natsume	★★★★	69
Twisted Metal III	**989 Studios**	**★★½**	**16**
Twisted Metal 4	**989 Studios**	**★★★★**	**28**
Twisted Metal: Small Brawl	Sony CEA	★★½	52
Tyco RC: Assault With a Battery	Mattel	★★	38
Ultimate 8-Ball	THQ	★★★★	22
Ultimate Fighting Championship	Crave	★★½	40
UmJammer Lammy	Sony CEA	★★★½	24
The Unholy War	Eidos	★★★	14
Uprising X	3DO	★★★	17
Urban Chaos	Eidos	★★	33
Vagrant Story	Square EA	★★★½	33
Valkyrie Profile	Enix	★★★★	36
Vampire Hunter D	Jaleco	★★	37
Vanark	Jaleco	★★★	32
Vandal Hearts II	Konami	★★★½	27
Vanguard Bandits	Working Designs	★★½	33
Vanishing Point	Acclaim	★★★½	44
Vegas Games 2000	3DO	★★★½	27
V.I.P.	Ubi Soft	★★	51
Vigilante 8	**Activision**	**★★★★**	**10**
Vigilante 8: Second Offense	Activision	★★★	29
Virtual Kasparov	Titus	★★	49
VR Baseball '99	Interplay	★★★½	11
VR Sports Powerboat Racing	Interplay	★	10
Vs.	THQ	★	3
Walt Disney World Quest Magical Racing Tour	Eidos	★★½	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	★★★	41
War Jetz	3DO	★★	48
WarGames: DefCon 1	MGM Interactive	★★★★	12
Warpath: Jurassic Park	Electronic Arts	★★	27
Warriors of Might and Magic	3DO	★★★	41
Warzone 2100	Eidos	★★★★	22
WCW Backstage Assault	EA Games	★★	40
WCW Mayhem	Electronic Arts	★★★½	26
WCW Nitro	**THQ**	**★★½**	**5**
WCW/nWo Thunder	THQ	★	17
The Weakest Link	Activision	★★★½	51
Wheel of Fortune	**Hasbro**	**★★★★**	**17**
Wheel of Fortune 2	Hasbro	★★★★	39
Winnie the Pooh: Kindergarten	Bam	n/a	n/a
Winnie the Pooh: Preschool	Bam	n/a	n/a
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	★★½	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	★½	47
Wild 9	Interplay	★★★½	15
Wild Arms 2	Sony CEA	★★★½	33
The Wild Thornberrys: Animal Adventure	Mattel	★½	41
WipeOut 3	Psygnosis	★★★★	26
Woody Woodpecker Racing	Konami	★★	40
World Cup 98	EA Sports	★★★	10
World Destruction League: Thunder Tanks	3DO	½	39
World Is Not Enough	Electronic Arts	★★★	40
World's Scariest Police Chases	Activision	★★	47
Worms Armageddon	Hasbro	★★★½	27
Worms World Party	Ubi Soft	★★★★	55
Wu-Tang Shaolin Style	Activision	★★★	28
WWF Attitude	Acclaim	★★★★	24
WWF SmackDown!	**THQ**	**★★★★½**	**31**
WWF SmackDown! 2	**THQ**	**★★★★★**	**40**
WWF War Zone	**Acclaim**	**★★★★**	**12**
X-Bladez: Inline Skater	Crave	½	55
X-Files	Fox Interactive	★★★	28
X Games Pro Boarder	ESPN Digital	★★★★	14
X-Men: Children of the Atom	Acclaim	★★	6
X-Men: Mutant Academy	Activision	★★★	36
X-Men: Mutant Academy 2	Activision	★★★	50
Xena: Warrior Princess	Electronic Arts	★★★½	26
Xenogears	Square EA	★★★★	14
You Don't Know Jack!	Berkeley Systems	★★★★½	25
You Don't Know Jack! Mock 2	Sierra	★★	40
Yu-Gi-Oh!: Forbidden Memories	Konami	★½	57

REPLAY FORUM

GTA: VC'S REAL NUMBER FROM A FAKE RADIO STATION

If you listen to the commercials on the Emotion station in *GTA: Vice City*, there is a commercial for that Thor guy. He tells you to call 866-PILLAGE. It actually works; Thor gives you advice and tells you about his merchandise selection. Interesting.

Anthony
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CHEATING NEMO

I have *Finding Nemo* cheats, and here they are:

First, enter these huge codes (listed below) on the opening screen where it says New Game, Load Game, and Play Trailer. Enter them and the word "cheat" will flash onscreen. Start your game and on the next screen, press △. The Pause menu will appear, including an option where the newly unlocked cheats can be toggled on and off

1. Unlock all levels
△,△,△,□,□,○,□,
△,○,□,△,□,△,□,
△,○,△,△

2. Invincible
△,□,□,○,○,○,△,
△,□,□,□,○,○,○,
○,□,△,○,○,○,□,
○,△,○,○,□,○,○,
△,○,□,○,○,○,△

3. Unlock Credits
△,□,○,△,△,□,○,
△,□,○,△,□,□,○,
△,□,○,△,□,○,○,
△,□,○

4. Unlock Reward
△,□,○,○,□,△,△,□
,○,○,□,△,△,○,□,
△,□,○,○,□,△

Emilio Thomas
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✪ ✪ That was what we rated *Running Wild*, making it the lowest rated game of November 1998.

Official U.S. PlayStation Magazine
Over 50 Games
Naughty
Tomb Raider III exposed!

REPLAY REWIND

A look back at OPM 5 years ago

Sometimes, it helps to know where you've been in order to figure out where you're going. We take a trip five years back to the November 1998 issue and compare some big games now and then and see how things changed, people aged, and games get even weirder.

Metal Gear Solid

With a bold description proclaiming "Believe the hype—an instant classic," the original *Metal Gear Solid* went on to earn five discs. If you think we're hyping *MGS3*, you don't remember how hyped the world was for the original *MGS*. It didn't just have the glut of usual game magazine previews, it made it into Spin's Spin 25 list two months in a row in the top 10 (it was numbers 9 and then 7). *MGS* went on to earn a well-deserved five discs. After all, it pretty much created the tactical stealth-action genre, pioneered the use of sound and radar for stealth, and effectively fused together narrative and gameplay. *MGS* still holds up nowadays, since it so effectively mastered what other games are still trying to clone. And when comparing *MGS* and *MGS2*, we give the nod to the original, mainly because it pioneered so much, had a less convoluted story, and didn't have Raiden.

One interesting tidbit is that one guy was tasked with integrating the vibration feature of the Dual Shock controller with the game. So some classic moments, like being tortured or having Psycho Mantis move your controller, were all due to one guy. We salute you, anonymous Konami employee!

MOST POPULAR MGS TIP

Stealth Suit Submit to Ocelot's torture and you'll doom Meryl to death. But hey, when you replay the game, you get a stealth suit that shields you from everyone. You just have to live with the fact that Meryl died to get you your snazzy duds.

Bandana If you feel bad about that earlier tip, don't submit to the torture, and your reward is a bandana that gives you unlimited ammunition.

LIFE
WARNING
警告 キケン
08 19 18

GEAR CRAZY

Getting into first gear

Wow, Snake went from "I feel asleep" to being a signature PlayStation game.

Crash Bandicoot Warped

Naughty Dog wanted to maintain the "straightforward, challenge-based gameplay of the original," which we then commented, "You won't find Crash suddenly thrown into a free-roaming 3D adventure world." Is it irony or progression that *Jak II* finds Jak exploring a vast, *GTA*-inspired world? Naughty Dog also proclaimed that the "next game will not be a mascot-based platformer." We immediately followed that with "that leaves plenty of options open, including other nonplatform games featuring Crash." We called that one, since Naughty Dog's next game turned out to be *Crash Team Racing*. Naughty Dog can't seem to stay away from the mascots and platforms, though, as *Jak and Daxter* came out with much acclaim. But it's interesting that a focused platformer—the purported last mascot platformer—eventually gave way to a more free-form, open-world platformer that still has a mascot, even if he's a secondary character.

Xenogears

Between *Final Fantasy VII* and *Final Fantasy VIII*, Square released a mech-filled RPG called *Xenogears*. At the time, we commented, "*Xenogears* isn't another *Final Fantasy* with a fresh coat of paint slapped on, but an original and enjoyable game in its own right." Little did we know that five years later, we'd be giving *Xenosaga Episode 1: Der Wille Zur Macht* the exact same rating (four stars, or discs back in the day) as its ancestor, *Xenogears*. *Xenogears* is a game that heavily combines theology and philosophy into its plot, and *Xenosaga* goes further by making you "catch all the esoteric references to everything from religion to modern philosophy, Shakespeare to Wagner, Jungian philosophy to quantum mechanics." Does *Xenogears* hold up? If you enjoyed *Xenosaga*'s tough-as-nails battles interspersed with the heavy story line, you can probably appreciate the seeds of theology and sci-fi that fill *Xenogears*. It's well worth your time, even five years later.

Another blast from the past: Right near the beginning, go to the Learning Center in Lahan Village. Notice the girl there? It's Lucca from *Chrono Trigger*! She'll teach you about save points and make oblique references to her other adventures. It costs money to talk to her, but the nostalgia factor is worth it.

Tomb Raider

We did a big expose on Lara in the upcoming (at the time) *Tomb Raider III*, and some statements, in retrospect, were wholly changed for the *Tomb Raider* of today, and not for the better. For example, Adrian Smith, operations director at Core Design, commented, "The main mechanics, what it's about, the gameplay—it's the same. We don't want to change it...." While *Tomb Raider III* is more of the same, Core abandoned that vision with *Angel of Darkness* by futzing up everything from the level design to the controls.

Smith also mused, "*Tomb Raider* is *Tomb Raider*. A game based around a character in a tomb. In essence, you should keep it in a tomb—and maybe we should. But people want variety." Smith said that the London and Area 51 levels are a radical departure from the *Tomb Raider* aesthetic, and yet *Tomb Raider: Angel Of Darkness* has you hopping all over Paris and even into museums and bioresearch labs! Sure, she went back into the tombs, but *AOD* went a bit too far when it came to weird locales.

Smith also commented about giving Lara hand-to-hand combat, and how it wasn't in character for her. He also said, "We can't put another character into *Tomb Raider*." Yet five years later, Lara can be seen punching and kicking dogs left and right, plowing through *AOD* with Kurtis Trent taking up oxygen. Hopefully, Crystal Dynamics (Lara's new developer) can refocus on what made Lara so great in the first place.

METAL GEAR SOLID

HI!

Behind The Music

This is *EGM* superstar Mark MacDonald back in the day, being proud to be in *OPM*.

Xenogears, aka Xenosaga Ep.0

Lara hiding from being in AOD

P.S. I love you.

60,030,000 The number of PS2s sold worldwide since launch. So far, Sony has sold 26.42 million in North America alone!

NEXT MONTH

December 2003
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OFFICIAL U.S. PlayStation MAGAZINE
Issue 75
NTSC U/C
SCUS 97250
DVD ROM
SONY COMPUTER ENTERTAINMENT
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☐ Issue 73 **October 2003** – $11

PlayStation
SSX 3 SEE IT PLAY IT
SSEXY!

SSX 3
PS2 DEMO DISC PLAYABLES:
True Crime, SSX 3, Hulk, Roadkill, ESPN NGL Hockey, Ratchet & Clank: Going Commando
VIDEO PREVIEWS: Ratchet & Clank: Going Commando, ESPionage, Tak and the Power of JuJu, Whiplash, XIII, Cy Girls

☐ Issue 72 **September 2003** – $11

PlayStation
MEDAL OF HONOR
RISING SUN

MEDAL OF HONOR: RISING SUN
PS2 DEMO DISC PLAYABLES:
Soul Calibur II, Hunter: The Reckoning, Silent Hill 3, XGRA: Extreme-G Racing Association, Return to Castle Wolfenstein: Operation Ressurection, Sphinx and the Shadow of Set, ESPN NFL Football (NFL 2K4), Warhammer 40,000

☐ Issue 71 **August 2003** – $11

PlayStation
NEED FOR SPEED
UNDERGROUND

NEED FOR SPEED: UNDERGROUND
PS2 DEMO DISC PLAYABLES:
Arc the Lad: Twilight of the Spirits, MLB SlugFest 20-04, Splashdown: Rides Gone Wild, Gladius, Silent Line: Armored Core, Alter Echo, Ape Escape 2, Fugitive Hunter
VIDEO PREVIEWS: Sphinx, Return to Castle Wolfenstein

☐ Issue 70 **July 2003** – $11

PlayStation
HULK

HULK
PS2 DEMO DISC PLAYABLES:
MLB 2004, NBA Street Vol. 2, Dynasty Warriors 4, Freaky Flyers
VIDEO PREVIEWS: Syphon Filter: The Omega Strain, Finding Nemo, Gladius, Hunter: The Reckoning – Wayward
EXTRAS: Dev 101: Game Design and Development Schools, On Tour at USA Cup, On Tour at The Big Time

☐ Issue 69 **June 2003** – $11

PlayStation
SOCOM 2
U.S. NAVY SEALS

SOCOM 2: U.S. NAVY SEALS
PS2 DEMO DISC PLAYABLES:
World Tour Soccer 2003, High Heat MLB 2004, Smash Cars, War of the Monsters, Rocky, Pride FC, X-Men: Next Dimension, Black & Bruised, Space Fisherman
VIDEO PREVIEWS: MLB Slugfest, Wakeboarding Unleashed, Enter the Matrix

☐ Issue 68 **May 2003** – $11

PlayStation
SPLINTER CELL
PLAY IT

SPLINTER CELL
PS2 DEMO DISC PLAYABLES:
Def Jam: Vendetta, Grand Prix Challenge, High Heat MLB 2004, My Street, NBA Live 2003, Tom Clancy's Splinter Cell, Winning Eleven 6
VIDEO PREVIEWS: After Echo, Metal Gear Solid 2: Substance

☐ Issue 67 **April 2003** – $11

PlayStation
MIDNIGHT CLUB 2

MIDNIGHT CLUB II
PS2 DEMO DISC PLAYABLES:
Amplitude, ATV Offroad Fury 2, NCAA Final Four 2003, Rayman3: Hoodlum Havoc, WWE SmackDown! Shut Your Mouth, Zapper
VIDEO PREVIEWS: .hack//INFECTION, Silent Hill 3, Vexx

☐ Issue 66 **March 2003** – $11

PlayStation
DEF JAM VENDETTA

DEF JAM: VENDETTA
PS2 DEMO DISC PLAYABLES:
Jet X20, NHL FaceOff 2003, Zone of the Enders: The 2nd Runner, Pride FC, All-Star Baseball 2004, NASCAR Thunder 2003, The King of Route 66, Tenchu: Wrath of Heaven, Rocky
VIDEO PREVIEWS: Xenosaga, EverQuest

☐ Issue 65 **February 2003** – $11

PlayStation
THE GETAWAY

THE GETAWAY
PS2 DEMO DISC PLAYABLES:
The Getaway, Dark Cloud 2, NBA ShootOut 2003, Ratchet & Clank, ATV: Quad Power Racing 2, Black & Bruised, Run Like Hell, Shaun Murray's Pro Wakeboarder, Def Jam Vendetta
VIDEO PREVIEWS: 007: NightFire, GTA: Vice

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PlayStation
WAR OF THE MONSTERS

WAR OF THE MONSTERS
PS2 DEMO DISC PLAYABLES:
SOCOM, War of the Monsters, Rygar: The Legendary Adventure, Burnout 2: Point of Impact, Shinobi, Legaia 2, Minority Report, Haven, Reign of Fire, Tiger Woods PGA Tour 2003
VIDEO PREVIEWS: The Getaway

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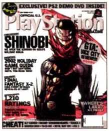

SHINOBI
PS2 DEMO DISC PLAYABLES: Suikoden III, NCAA Football 2003, Rally Fusion Race of Champions, Contra Shattered Soldier, Tony Hawk's Pro Skater 4, Ty the Tasmanian Tiger, Superman: Shadow of Apokolips, Disney's Treasure Planet, Primal

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FINAL FANTASY VII STRATEGY
DEMOS: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force

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BUSHIDO BLADE STRATEGY
DEMOS: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars

☐ **Issue 3 - December 1997** **$10**
COOL BOARDERS STRATEGY
DEMOS: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4

☐ **Issue 4 - January 1998** **$10**
TOMB RAIDER II STRATEGY
DEMOS: NFL GameDay 98, CART World Series, Frogger

☐ **Issue 5 - February 1998** **$10**
ALUNDRA STRATEGY
DEMOS: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer

☐ **Issue 6 - disc only** **$7.99**
DEMOS: Bloody Roar, Monster Rancher, Shipwreckers

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RESIDENT EVIL 2 STRATEGY
DEMOS: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

☐ **Issue 8 - May 1998** **$10**
TEKKEN 3 STRATEGY
DEMOS: Einhänder, Gex: Enter the Gecko, Klonoa

☐ **Issue 9 - June 1998** **$15**
GRAN TURISMO REVIEW
DEMOS: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

☐ **Issue 10 - disc only** **$7.99**
DEMOS: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

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VIGILANTE 8 STRATEGY
DEMOS: Tekken 3, Turbo Prop Racing

☐ **Issue 12 - September 1998** **$10**
ELEMENTAL GEARBOLT STRATEGY
DEMOS: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

☐ **Issue 13 - October 1998** **$10**
SPYRO THE DRAGON
DEMOS: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 14 - disc only** **$7.99**
DEMOS: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

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CRASH BANDICOOT STRATEGY
DEMOS: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

Issue 16 **SOLD OUT**

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☐ **Issue 18 - March 1999** **$10**
SYPHON FILTER STRATEGY
DEMOS: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

Issue 19 **SOLD OUT**

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LEGEND OF LEGAIA STRATEGY
DEMOS: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

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GEX 3 STRATEGY
DEMOS: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

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STREET FIGHTER ALPHA 3 STRATEGY
DEMOS: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

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APE ESCAPE STRATEGY
DEMOS: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

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JADE COCOON STRATEGY
DEMOS: Um Jammer Lammy, Sled Storm, Cho-cobo Racing, Pong, Monaco Grand Prix Racing

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FINAL FANTASY VIII STRATEGY
DEMOS: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

☐ **Issue 26 - November 1999** **$10**
CRASH TEAM RACING STRATEGY
DEMOS: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ **Issue 27 - December 1999** **$10**
DINO CRISIS STRATEGY
DEMOS: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

☐ **Issue 28 - January 2000** **$10**
RESIDENT EVIL 3: NEMESIS STRATEGY
DEMOS: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

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MEDAL OF HONOR STRATEGY
DEMOS: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

☐ **Issue 30 - March 2000** **$10**
GT2 STRATEGY
DEMOS: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

☐ **Issue 31 - April 2000** **$10**
SAGA FRONTIER 2 STRATEGY
DEMOS: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II

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SYPHON FILTER 2 STRATEGY
DEMOS: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33 - June 2000** **$10**
FEAR EFFECT STRATEGY
DEMOS: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

☐ **Issue 34 - July 2000** **$10**
TONY HAWK'S PRO SKATER
DEMOS: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

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WHO WANTS TO BE A MILLIONAIRE
DEMOS: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

☐ **Issue 36 - September 2000** **$10**
SOUL REAVER 2
DEMOS: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ **Issue 37 - October 2000** **$10**
STAR WARS
DEMOS: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

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PS2 REVEALED
DEMOS: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC VIDEOS: Metal Gear Solid 2

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CRASH BASH
DEMOS: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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GRAN TURISMO 3
DEMOS: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ **Issue 41 - February 2001** **$10**
Z.O.E.
DEMOS: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ **Issue 42 - March 2001** **$10**
EA SPORTS BIG
DEMOS: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ **Issue 43 - April 2001** **$10**
TWISTED METAL: BLACK
DEMOS: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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MOH: FRONTLINE
DEMOS: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

☐ **Issue 45 - June 2001** **$10**
DARK CLOUD
DEMOS: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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TOMB RAIDER
DEMOS: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

☐ **Issue 47 - August 2001** **$10**
FINAL FANTASY
DEMOS: Final Fantasy VIII VIDEOS: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing VIDEOS: Final Fantasy trailer

☐ **Issue 48 - September 2001** **$10**
ICO
DEMOS: Mat Hoffman's Pro BMX VIDEOS: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ **Issue 49 - October 2001** **$10**
SILENT HILL 2
DEMOS: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

☐ **Issue 50 - November 2001** **$10**
GRAND THEFT AUTO III
DEMOS: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
VIDEOS: Dragon Warrior VII, Syphon Filter 3

☐ **Issue 51 - December 2001** **$10**
METAL GEAR SOLID 2
DEMOS: NBA Street, Kinetica, Extermination, Gallop Racer 2001 VIDEOS: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

☐ **Issue 52 - January 2002** **$10**
JAK AND DAXTER
DEMOS: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip
VIDEOS: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002

☐ **Issue 53 - February 2002** **$10**
FINAL FANTASY X
DEMOS: Okage: Shadow King, SSX Tricky, Final Fantasy X, TimeSplitters 2, Dynasty Warriors 3, Crash Bandicoot: The Wrath of Cortex
VIDEOS: Batman: Vengeance, Splashdown, Tony Hawk's Pro Skater 3

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TOMB RAIDER: TNG
DEMOS: Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.
VIDEOS: Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter

☐ **Issue 55 - April 2002** **$11**
VIRTUA FIGHTER 4
DEMOS: Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade
VIDEOS: Virtua Fighter 4, Grand Theft Auto III, Smuggler's Run 2, Herdy Gerdy

☐ **Issue 56 - May 2002** **$11**
SPIDER-MAN
DEMOS: Hot Shots Golf 3, Rez, Jak and Daxter, Baldur's Gate, SSX Tricky
VIDEOS: Spider-Man, Barbarians, Jak and Daxter

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STAR WARS
DEMOS: Medal of Honor: Frontline, Fatal Frame, Herdy Gerdy, Mad Maestro!, Pirates: The Legend of Black Kat
VIDEOS: Delta Force Urban Warfare, Scooby-Doo, Stuntmaner's Stone, NBA ShootOut 2002

☐ **Issue 58 - July 2002** **$11**
PS2 ONLINE
DEMOS: Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter
VIDEOS: Mark of Kri, Woody Woodpecker, Gravity Games

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SLY COOPER AND THE THIEVIUS RACCOONUS
DEMOS: Street Hoops, UFC: Throwdown, Taz: Wanted, Freekstyle, Sled Storm, Stuntman, Britney's Dance Beat
VIDEOS: Mat Hoffman 2, Dragon's Lair 3D, Kingdom Hearts, Test Drive

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SOCOM: U.S. NAVY SEALS
DEMOS: TimeSplitters 2, X-Men: Next Dimension, Hot Shots Golf 3, The Mark of Kri, Frequency, Medal of Honor: Frontline
VIDEOS: Need For Speed: Hot Pursuit 2, Sly Cooper and the Thievius Raccoonus

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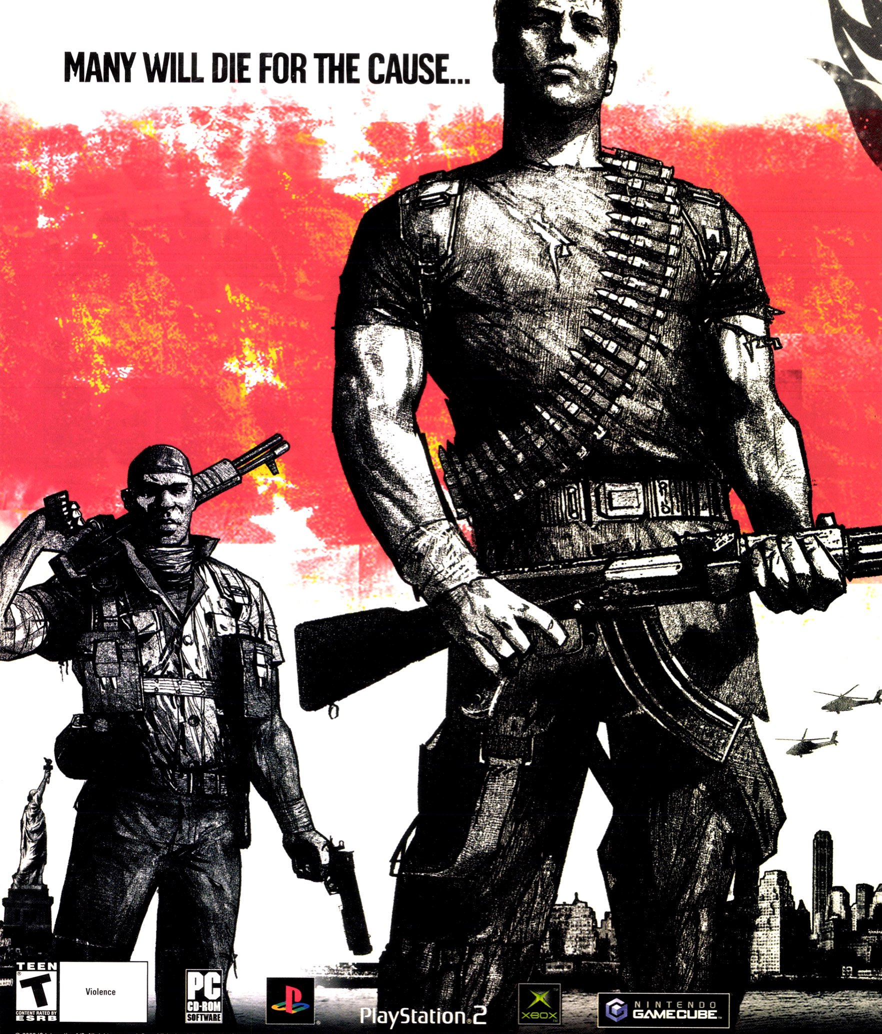
KINGDOM HEARTS
DEMOS: Need for Speed: Hot Pursuit 2, Summoner 2, Spyro: Enter the Dragonfly, Downforce, Drakan: The Ancients' Gates, The Mark of Kri
VIDEOS: Treasure Planet, Kelly Slater, Superman, Kingdom Hearts

☐ **Issue 62 - November 2002** **$11**
GRAND THEFT AUTO: VICE CITY
DEMOS: Wild Arms 3, Sly Cooper, Silent Scope 3, Dance Dance Revolution, Dual Hearts, MX Superfly, Red Faction 2, Hitman 2
VIDEOS: Ratchet & Clank, Contra: Shattered Soldier, .hack//INFECTION, Tony Hawk's Pro Skater 4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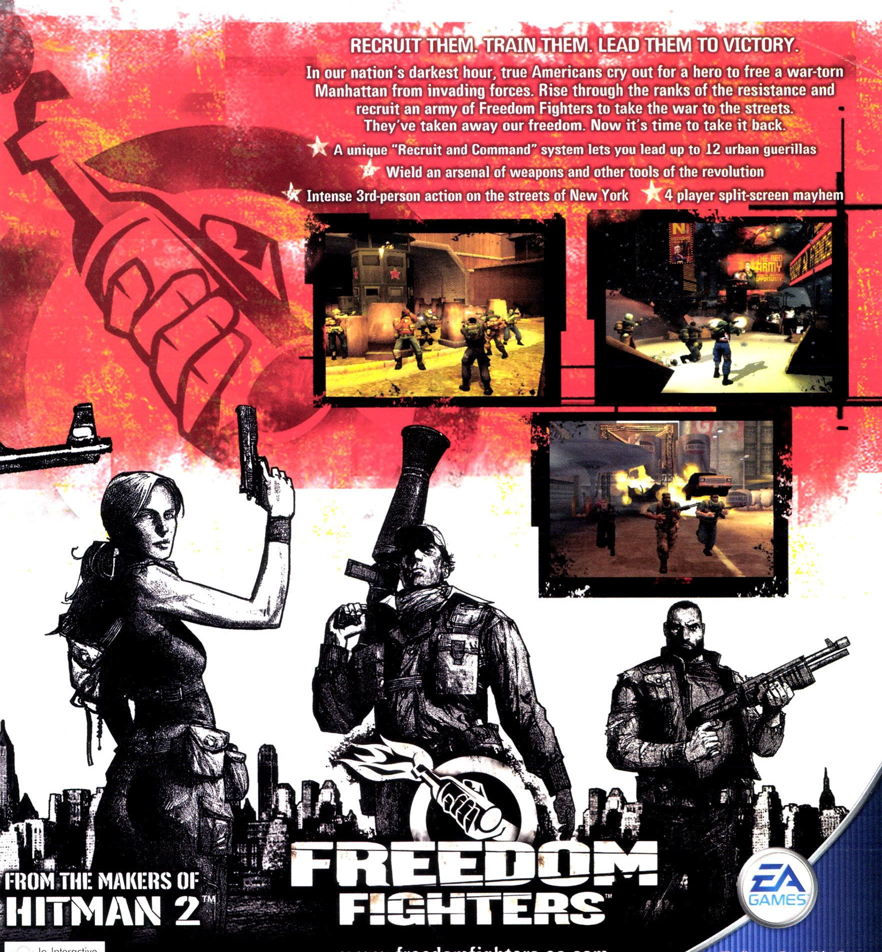

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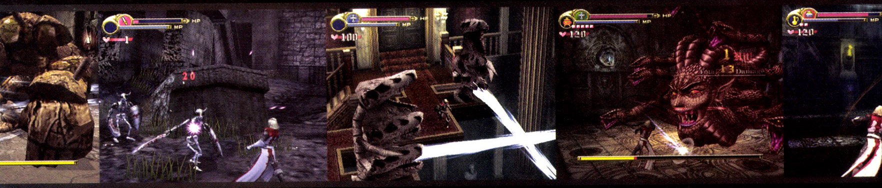

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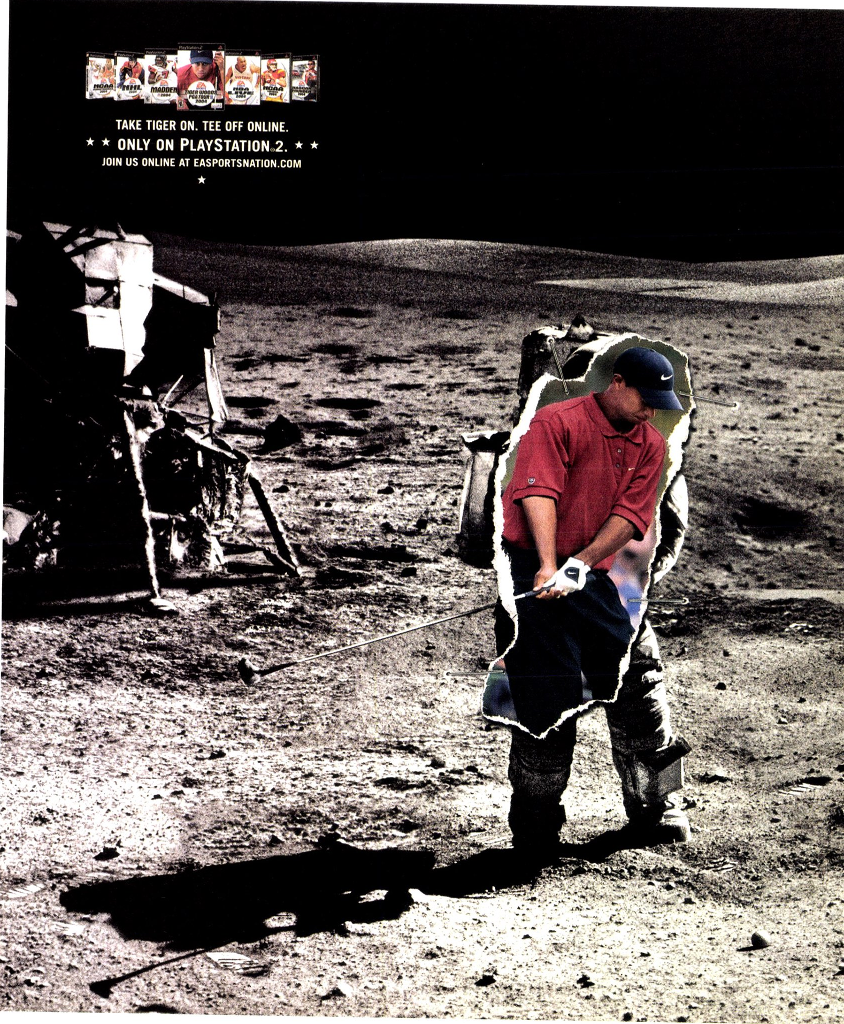
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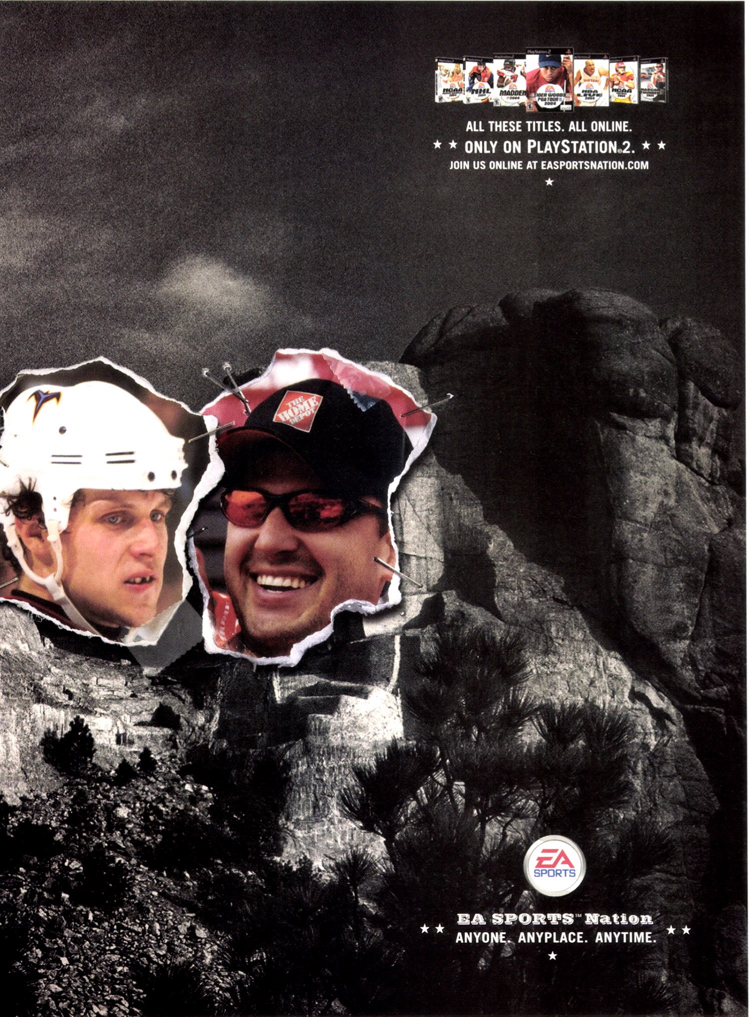
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TATTOO OF THE MONTH

Kristie S. of Oceanside, CA, sure does love her *Kingdom Hearts*!

So, how did countless readers respond to last month's feature on SSX 3? "It looks awesome!" was a very common phrase, seen in multiple letters. Still, there was the occasional Aaron Rice of Lynchburg, VA: "I have some doubts with this one; you're racing down only one mountain–not the crazy and outlandish venues in past SSX games."

Jin-Roh Zone

I was just flipping through my copy of the October 2003 issue of *OPM*, and I came across something interesting in the Spin section. On page 46 you talk about PS2's "*Halo* killer," a game called *Killzone*. When I studied the screenshots, I noticed something very familiar about the characters in them.

I find that these characters look suspiciously like those in an anime film called *Jin-Roh: The Wolf Brigade*. The similarities are striking: the horizontal grip on the large-caliber weapon, the breathing masks covering the lower face, the glowing goggles, and the round-topped helmets. All they need is the ammunition belt draped over the left forearm being fed into the large-caliber weapon described earlier, and you have an uncanny resemblance to the armor worn by the paramilitary police force in *Jin-Roh*.

So, here is what I am wondering: Is there any relationship between these two? Are the soldiers that you take control of, or fight against, related in any way to those in *Jin-Roh*?

Taylor M. Carr
via e-mail

Thanks for sharing that, Taylor. As far as we know at this point, no correlation exists between *Killzone* and *Jin-Roh*. But looking at the evidence you see here, a little inspiration (OK, a *lot* of inspiration) is more than apparent. It's a safe bet a few guys at developer Guerrilla Games have seen *Jin-Roh*, too.

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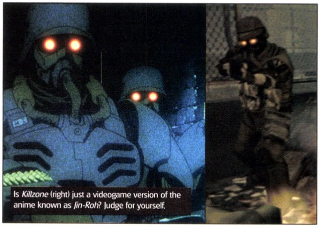


Is *Killzone* (right) just a videogame version of the anime known as *Jin-Roh*? Judge for yourself.

The Underground Conspiracy

First, there was *PlayStation Underground*. Then there was *Medal of Honor: Underground*. Now, we have *Tony Hawk's Underground* and *Need for Speed Underground* coming out. Is there some kind of secret underground gaming society behind them all? I think we should find this society and infiltrate its lair.

Now that I think about it, there is a Game Boy Color game called *Austin Powers: Welcome to My Underground Lair*! Hmm...and if you go really far back to the days of Commodore 64, there is a game called *Zork: The Undiscovered Underground*, a game called *Fortress Underground*, and even a game simply called *Underground*! Have I stumbled upon something?

Steven Haines
via e-mail

Nice observation. But you forgot about the 1982 arcade game called *Mole Attack*. Talk about underground!

Metal Gear Solid 3: Delta Force

Although the idea given by Matthew Sawyer (in Issue 72 that the term "Snake Eater" for *Metal Gear Solid 3*'s subtitle comes from a Cambodian ritual during the Vietnam War) was an interesting one, I believe I have one that makes more sense. In the military world, Snake Eater often refers to counterterrorism teams, such as the covert antiterrorist unit Delta. Most of what these units do will never be declassified, or for that matter, even acknowledged to exist. What we do know is that they receive extensive training in how to hunt down, engage, and eliminate terrorists. Kind of what a mongoose does when it attacks a cobra. Delta does the same thing, with the exception of the literal eating.

Sgt. Sharp
Ft. Stewart, GA

Yet another good point. Perhaps the two theories are related? Or perhaps *MGS3* is subtitled *Snake Eater* simply because Snake (or is it Big Boss?) eats snakes, as he does in the E3 trailer. We'll know in about a year.

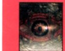
Apollo's Still Smilin'

In your September 2003 issue you said in Input that you didn't know where or what Apollo Smile was up to. Have you guys been living under a rock?! Ms. Smile has been very busy of late with her new lead-singer status with the Atari-rock band Rockbot (www.rockbot.net) and several movie projects, including being Brittany Murphy's body double in *Uptown Girls*. She also played the lead character in the independent martial-arts movie *Division-Trade*

GAMERS ARE TALKING ABOUT

From message boards to printed page

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.



SOUL CALIBUR II VS. VIRTUA FIGHTER 4

Our intrepid message board hosted the inevitable "*Soul Calibur II* versus *Virtua Fighter 4*" discussion. A titanic battle of the brawlers broke out in our corner of cyberspace.

Botkiller proclaims, "I haven't played the full version of *Soul Calibur II*, but I must say that *Virtua Fighter 4: Evolution* is one of the greatest fighting games I have ever played. I put in a few hours in the Quest mode...and the A.I. is awesome. The Training mode is awesome—you can customize it to learn any part of the game you have trouble with."

Hanabe takes the other side with "*Soul Calibur II*. It's far from a button masher, yet it's easy to get into. *Virtua Fighter* has to be mastered before the game becomes fun. And *Soul Calibur II* has more characters."

Tidus6572 adds, "I say *Soul Calibur II*. It has 'fun' added to the game.... When something is too realistic it becomes 'un-fun.'"

We say both are awesome. No need to hate. Celebrate.

GETTING FINAL FANTASY XI?

We all know that *Final Fantasy XI* is online only. **MegaGamer247** asks everyone if they'll get it knowing that. "It looks awesome," he thinks. "So yes, I'm gonna get it."

"Most likely, no," replies **AstroJen**. "I just don't see how this game is going to be much different than an *EverQuest*—and that's not the kind of *FF* game experience I am looking for."

"AstroJen, I'm disappointed in you," **Arkinum** retorts. "*FFXI* being compared to *EverQuest*? What're the similarities? They're both MMORPGs...and that's where it ends. *FFXI* is gonna blow *EQ* out of the water. I have already played *FFXI* for about 15 minutes, and it is *much* better than *EQ*."

"Of course I'm getting it," quips **BombaJoe**. "I've got *FFX-2* and *FFXII* to play offline."

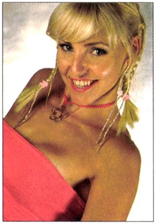
DIE, FRANCHISE, DIE

GamerGuy00 opens an intriguing discussion with "Some may say *Resident Evil*, others may say *Tomb Raider*. Which game series are you sick of? Personally, it's *Tony Hawk* for me."

True to his prediction, gamers like **starwarsnut**, **Death_Strikes**, and **OnlyInCanada** all named *Tomb Raider* and *Resident Evil*.

"Geez, has everyone forgotten about *Crash Bandicoot*? laments **ThornMonkey13**. "Now that Traveller's Tales has taken this poor, lonely series under its nice warm, loving, and caring wing, a phenomenon has happened to this once distraughten series: IT'S CRAP."

Demonocus courts controversy with "*Grand Theft Auto*. I mean, they're gonna have to blow the doors off the next one for me to buy it. I'm talkin' substantial changes, beyond new weapons and locations."



(www.division-trade.com) and is now co-developing another movie project based on the famous novel *The Art of War*. You can read more about Ms. Smile in the July 2003 issue of *Newtype* magazine.

Shaamrno Jackson
Philadelphia, PA

Atari-rock? *Division-Trade*? That's one big rock we're living under! Seriously, though, thanks for the update. Soon, PS2 gamers everywhere will hear Ms. Smile doin' what she does best in *Space Channel 5: Special Edition*. Well, if they actually *buy* it, anyway.

Excited for Gaming Again

WOW! How could this happen?! I went from being totally into games to not really caring...to—snap me down!—games are gonna rock! All in four short months.

I was really disappointed with the games that had been released this summer, such as *Enter the Matrix* and *Tomb Raider: The Angel of Darkness*. But when I read about the Eye Toy, PS2 hard drive, and played the *Ratchet & Clank: Going Commando* demo, my interest in games quickly became alive again! Last night, I could hardly sleep thinking about all the possibilities the Eye Toy and hard drive could offer.

Like you guys said, interactive virtual displays would be awesome; however, I'm really excited about fighting games! Just think about being able to fight with moves you make up and seeing the character actually do them. Mech games would be too cool with touch targeting! There's so much that can be done and will be done with these two pieces of technology.

Nick S.
via e-mail

You're right, Nick—fighting games could be really cool on the Eye Toy. Historically, though, motion-sensor-based fighters haven't worked so well. If you've ever been to GameWorks (at least in its heyday a few years ago), you might remember an awkward real-motion version of *Tekken 3* that sucked after the novelty wore off (usually after your first time with it). If a developer creates a fighting game with Eye Toy in mind, however, something really cool could come out of it.

Badass Hana

Lara Croft as the "ultimate gaming girl" (*OPM* 72, page 43)? Oh, puh-LEEZE. The female character who should have gotten the title is not even shown on your lineup. Why? Eidos opted to push a buggy game through—and crapped out on Kronos and what possibly could have easily been one of the best PS2 games: *Fear Effect: Inferno*.

The *Fear Effect* games were something new, different, and above all—*fun*! Now, thanks to Eidos, we'll never know what Hana, Rain, Deke, and Glass would look like on PS2. Had Hana made it to PS2 (and your lineup), she'd kick Lara's butt, no sweat. She meets all the same characteristics that Lara does: She's taken on evil in its ultimate form, has snappy comebacks, *and* knows how to use a towel!

'shadow
via e-mail

Hana does indeed have ultimate gaming girl qualities—we can't deny that. But has the possibility occurred to you that maybe, just maybe, *Inferno* totally blows? You'd think *someone* would have picked it up by now....

Don't remember Hana Tsu-Vachel? Go back and play the PS1 classics *Fear Effect* and *Fear Effect 2: Retro Helix*. Apparently, the third game isn't quite as great....

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INPUT

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"There are plenty of bad games, but only a special few can be considered truly horrible; *Shadow Tower* is one of them." —Mark MacDonald, *OPM* 28

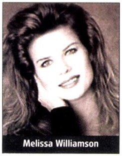
Yeah, I Really Do Think...

As I'm sitting on my couch having a great time looting and pillaging Vice City, all of the power goes out in New York. Can't play videogames anymore. What's a guy to do? Read a videogame magazine. Call Alanis Morissette—I think this might be ironic. Don't you think?

Anthony P.
Staten Island, NY

No.

Oops!



Melissa Williamson

I noticed that in Issue 72, you gents said Melissa Williamson was the actress for the main character, Heather, in *Silent Hill 3*, and that she also supplied the vocals for the song from the trailer, "You're Not Here." I have discovered this information to be false! Melissa Williamson does do the vocals for the song (as well as two others on the soundtrack), but Heather is voiced by another woman named Heather Morris (she's also the motion-capture actress). I have reason to believe that the lady who plays Heather is, in fact, a hottie, but I can't find a picture of her anywhere. Can you guys find one and put it in your magazine? I assure you that this is absolutely integral to my life.

Joemustdie
via e-mail

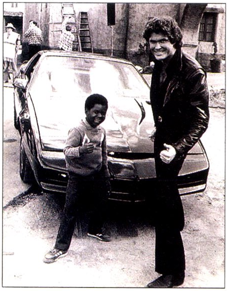
You're not the only one to catch that li'l mistake there, Rybicki hater. Our facts came from a faulty outside source, and we apologize. We wanted to make it up to you with a pic of Heather Morris, but Konami doesn't even have any itself. So here's the next best thing: a picture of Melissa Williamson.

Your Wish Is Our Command

Maybe could you put a few more cars and guys for the girls, please.

Samantha S.
via e-mail

Here you go!



QUICK HITS

OPM WEEKLY

I just wanted to say, I buy your magazine every week.

OPM Gamer
via e-mail

Cool! But don't three of those issues seem kind of...familiar?

OPM CHAT

We in the #opm chat on the gamesnet IRC network feel we are underrepresented in the magazine. It would be nice to get a little mention. Where's the love?

Sarcastic37
via e-mail

Right here. Happy?

KEEPIN' IT CRUNK

Keep the mag crunk. You feel me on that?

GlowStix04
via e-mail

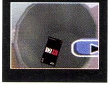
Of course. We're always crinking it as best we can.

ACCLAIM SELF-DEPRECATION

Signs you have nothing going on during the summer? You notice things like in Acclaim's *Summer Heat Beach Volleyball* game, if you go through one of the bedrooms in the virtual walkthrough of the beach house, you will see a copy of *BMX XXX* in the trash can.

Keith Dooley
via e-mail

That's the funniest bit of humor *BMX XXX* has ever contributed to society!



ASK US ANYTHING!

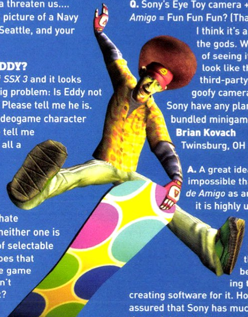
What OPMers wanna know this month

OUR MAP PREFERS BUTTONS

Q. I'm reading your magazine (Issue 72), and there is a map with all the game developers. Where is the maker of my favorite game in the world? Zipper! You know...*SOCOM*! Just wondering if you've heard of that game. Don't make me come over there!

John Meneray
via e-mail

A. Well, if you're gonna threaten us.... Just cut yourself out a picture of a Navy SEAL, paste him onto Seattle, and your map is complete.



HAVE YOU SEEN EDDY?

Q. I've seen pictures of *SSX 3* and it looks great, except for one big problem: Is Eddy not in the game this time? Please tell me he is. He's like my favorite videogame character next to Stretch. Please tell me this is not true and it's all a big mess up!

Justin M.
via e-mail

A. A big Eddy and Stretch fan, eh? Well, hate to break it to you, but neither one is in the opening roster of selectable characters in *SSX 3*. Does that mean they aren't in the game at all, though? Why don't you play it and find out? We don't think you'll be disappointed.

INDUSTRY INQUIRY

Q. I just turned 17, have one more year in high school, and want to pursue some form of career in videogames. I don't want to make games or be a part of the creation process, but I want to be working around them, such as reviewing them, etc. My question is, what kind of careers can be found, and what kind of education is required in finding a fun and interesting occupation in this industry?

Katherine Grishenko
via e-mail

A. Unfortunately, professional game reviewer is a tough job to come by—there's a lot of talent, knowledge, and (perhaps even more so) good fortune required for you to land a gig like the one held by the lucky schmucks in the mag you're reading now. You might wanna consider public relations or marketing, both of which require a strong grasp of communications and creative thinking. Who knows? With a job like that, you might not only get to *attend* E3 every year, you could also help design a booth!

PSP: A PORTABLE PS1?

Q. Are there going to be any classic games put on PSP, like a *Final Fantasy VII* port for it?

Jimmie Harmon
via e-mail

A. Honestly, at this point we just don't know. That *would* be cool, though, wouldn't it? And it makes sense—after all, some Game Boy Advance ports (*The Legend of Zelda: A Link to the Past*, various *Super Mario Bros.* titles, etc.) rank among the system's most successful games. Of course, PSP's advanced capabilities will supposedly enable it to play games of PS1 quality. Quite exciting, indeed.

EYE TOY EQUATION

Q. Sony's Eye Toy camera + Sega's *Samba de Amigo* = Fun Fun Fun? (That's Fun cubed.) I think it's a marriage made by the gods. What are the chances of seeing it happen? Does it look like there will be any third-party support for Sony's goofy camera peripheral? Does Sony have any plans for it beyond the bundled minigames?

Brian Kovach
Twinsburg, OH

A. A great idea, Brian. It's not impossible that we'll see *Samba de Amigo* as an Eye Toy game, but it is highly unlikely. We have a feeling most third-party developers might see how well the device sells before they start pouring time and money into creating software for it. However, we've been assured that Sony has much more in store for the peripheral. Whether it's standalone games or minigames added to more traditional titles (or both?) remains unknown.

I WANT MORE CRAP!

Q. I know I'm a fool, but I'm really looking forward to *Shadow Tower 2* for PS2. I trudged through the first one and I've beaten every *King's Field*. I'm just a sucker for those series from From Software. Laugh if you must, but where's my game?

Scott Gul
via e-mail

A. The quick answer: it ain't comin'. And why would we laugh? It's perfectly normal to want a sequel to *one of the worst freakin' games PlayStation has ever seen*! On second thought... HA! HA! HA! HA! HA! HA! HA! HA! HA! HA! HA!

HP 1176
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Games don't get much worse than *Shadow Tower.*

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Ah, the joys of evil.

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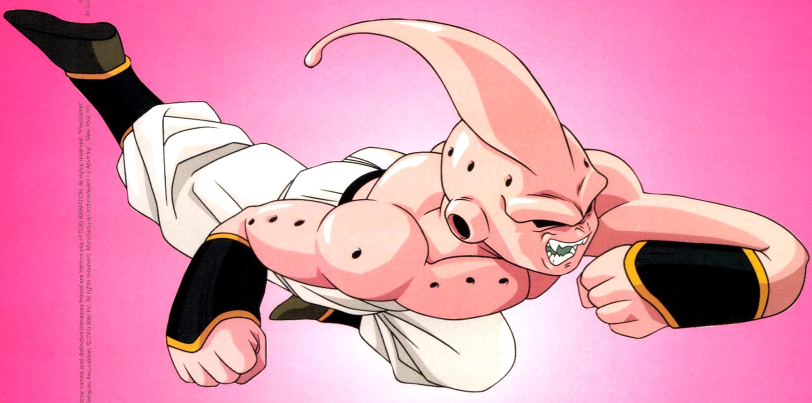

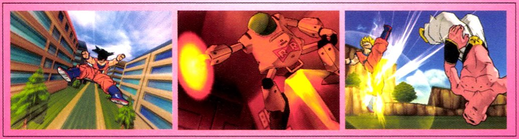

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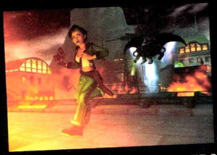

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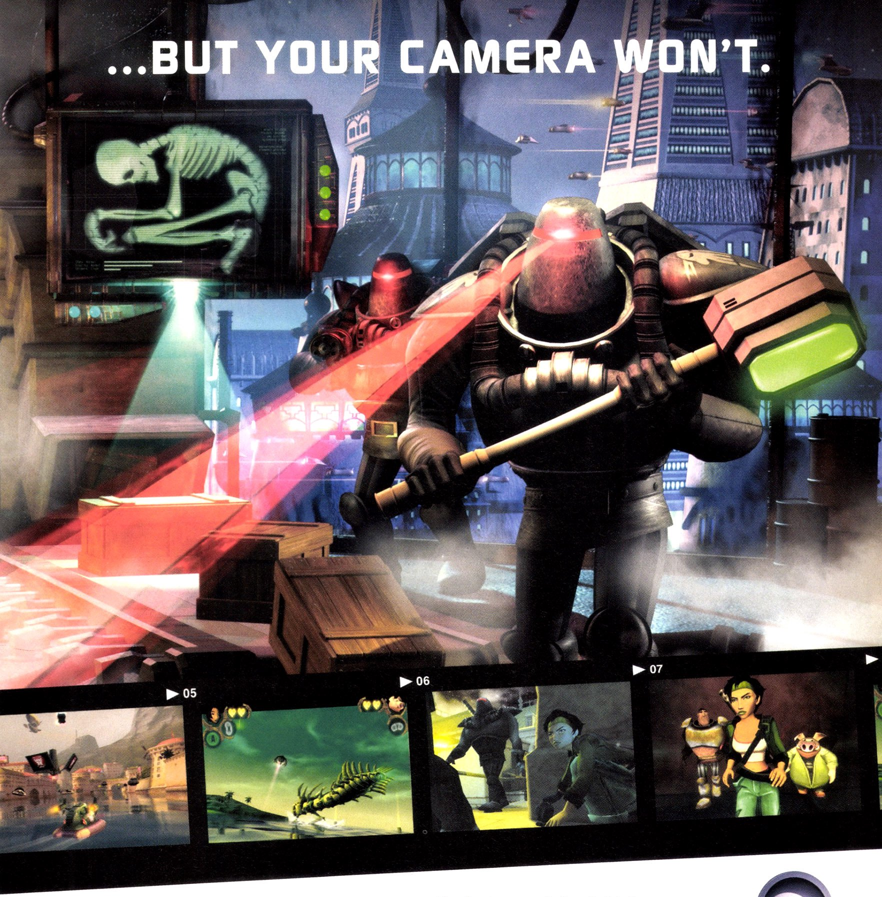

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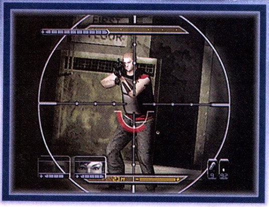

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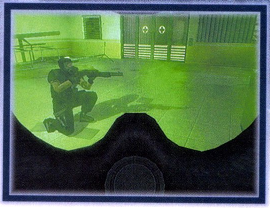

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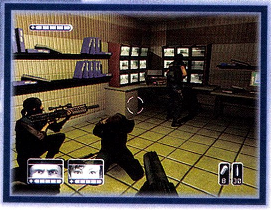

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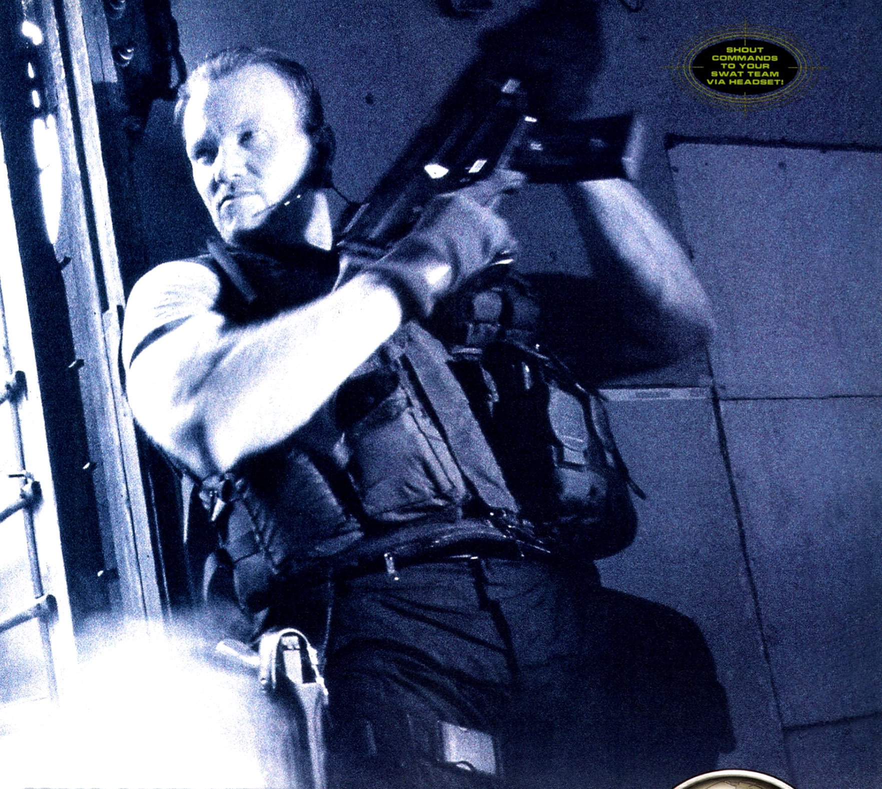
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News, views, opinion, wit, and wisdom.

46

RING THING

One game to rule them all

Nine reasons why *The Lord of the Rings: The Return of the King* may be the ultimate movie game.

INSIDE SPIN

Your guide to everything PlayStation

38 Day Planner
Any month featuring a big picture of Elisha Cuthbert is a good month for us.

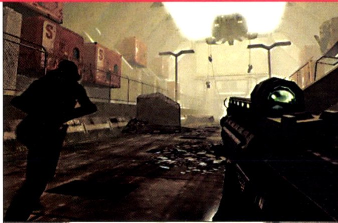
40 Wild About Harry
Two new games will be sure to please ravenous Potter-heads.

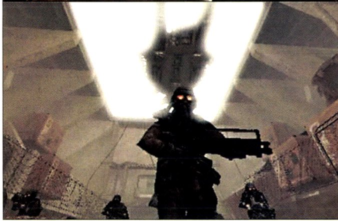
48 Ringleader
Meet the man behind EA's terrific Tolkein games.

51 MGS3 Update
Kojima's last turn at the helm of *Metal Gear*? Where have we heard that before?

64 The List
In fact, the *only* list you'll ever need, including 11 items you can't live without.

66 Game Pad
We pick the best home-theater systems at every price point.

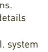




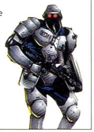
KILLZONE AT A GLANCE

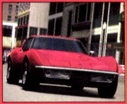
12 things to make you an expert on Killzone (for now)

1. It's a squad-based game, but you directly control only one member.
2. Your squad mates can't be killed; they just fall back and cover you.
3. There are four characters, and you can play through the game as each. As you'd expect, there's an all-rounder, and alongside him there's a sniper and a heavy-weapons guy. The fourth specialty hasn't been announced yet.
4. There are 26 huge levels that make you feel like you're part of a large war.
5. The levels are peppered with set pieces, which the development team is referring to as "memorable moments." You'll see that term a lot as coverage of *Killzone* heats up in the coming months.
6. You can make use of 22 different weapons, from pistols to rocket launchers.
7. You're fighting against men, not aliens.



8. The bad guys are called the Helghast (the guys with the gas masks).
9. You're part of an organization called the ISA, a force defending the interests of Earth.
10. You can't man vehicles, but you can make use of large stationary weapons.
11. The game will be online, but details haven't been announced yet.
12. Guerrilla has developed an A.I. system that means the bad guys don't act like they're stupid. They actually notice when stuff is happening, like grenades landing nearby or their buddies being sniped.

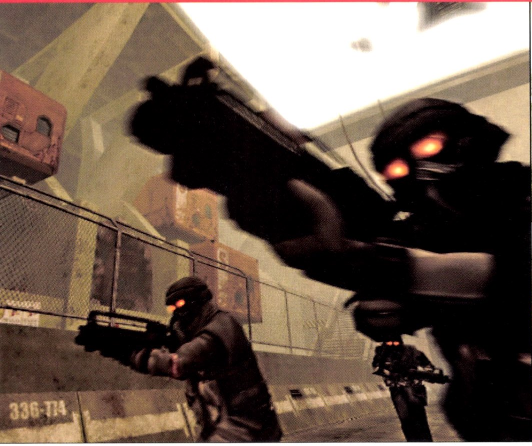


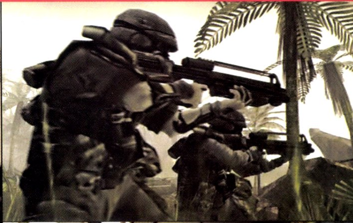


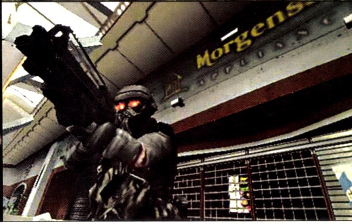
36
500 CARS
***Gran Turismo 4* is huge**
It also has 100 tracks!

42
WRASSLIN'
WWE* vs. *Backyard Wrestling
Do you really care who wins?

54
TRANSFORM
Attack of the toys!
But are these games any good?







HALO FOR PS2?

Killzone is the most anticipated game on PS2. Why?

Few PS2 games have inspired the kind of fervor currently surrounding *Killzone*. Message boards and fan sites are packed with speculation, enthusiasm, and hyperbole concerning what is widely acknowledged to be the PS2's "*Halo* killer."

Last month, we brought you a brief and exclusive first look at the game. Since then, more details and screens have leaked out of Sony in Europe as the press bombardment begins. This month, we've collated the available information into a handy at-a-glance list so you can become an instant expert on the subject.

The big question is whether or not *Killzone* is likely to meet expectations. It's true that the screenshots are absolutely incredible, and the few people who claim to have seen the game running say it's truly a sight to behold. But right now, the number of people who've actually *played* the game is very small.

What's clear is that we're in the midst of a very cleverly orchestrated hype-management campaign. Consider the following: The game has no final release date, and as we go to press, it hasn't been confirmed for release anywhere outside of Europe. Exposure has been very limited and controlled; *Killzone* was notably absent from the PlayStation Experience in the U.K. during London Games Week in September, and no video footage has been released, despite expectations to the contrary.

Also consider that developer Guerrilla Games has never actually released a game. The company—formerly Lost Boys Games, which in turn was an amalgamation of Dutch development studios Formula, Lost Boys, and Digital Infinity—worked on an ill-fated Xbox game called *Call of the Dragonfly*. The most prolific of the constituent studios was Formula, which previously worked only on Game Boy and GBA games, most of which you would never have heard of. Ever played *Candy Fluffy*? No, didn't think so.

Cynical observers could accuse *Killzone* of being little more than vaporware, or an impressive tech demo pieced together by coders with a very good grasp of the PS2. Details that have been released reveal a number of elements clearly inspired by games like *Half-Life* and *Halo*, yet other features are notably absent. For example, in *Killzone*, the player cannot control vehicles—a major aspect of *Halo*. Online features are purely the subject of speculation, but thanks to the hype on the message boards, there are two conflicting stories. The more likely has it that we'll see a four-player co-op game online. The more fantastical hypothesizes a massive online war akin to *Battlefield 1942* on the PC. Our bet is on the former, with a liberal sprinkling of deathmatch and capture-the-flag games to keep it spicy. In keeping with the norm so far, Sony and Guerrilla have been awfully quiet on the subject, most likely because they still have another 12 months to decide what's going on.

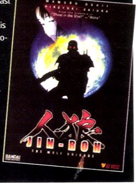
Until more details are released, we can at least marvel at *Killzone*'s gorgeous graphics. Here's a new batch of screens for you to enjoy.

LOOKS FAMILIAR

Scary soldier with bright orange eyes

As touched upon in Input, hardcore anime and manga fans are looking at the Helghast troops and thinking, "Hang on a minute, they look just like the guys from *Jin-Roh*!" The rest of you, no doubt, are probably asking, "What the hell is *Jin-Roh*?"

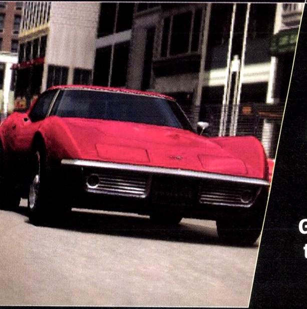
Originally a manga, and later a movie (released in the U.S. by Viz) written by Mamoru Oshii (director of *Ghost in the Shell*) and directed by Hiroyuki Okiura (a key animator on *Akira*), *Jin-Roh: The Wolf Brigade* is a dark and violent vision of a fictionalized recent past in which a repressive Japanese government is battling the Sect, a revolutionary organization that uses adolescent girls they call Red Riding Hoods as couriers. As you can see from the DVD cover image that we have here, the soldiers look *very* familiar.



That's a lot of cars.

10 Yamauchi visited 10 countries, including the U.K., United States, Italy, and Japan, to find the perfect lineup for *GT4*.

500 CARS



100 TRACKS

Gran Turismo 4 promises to be the biggest driving game ever

YAMAUCHI'S GARAGE

Ever wondered what Mr. *Gran Turismo*, Kazunori Yamauchi, has in his garage? The man who loves everything about cars has the following:

Honda S2000
Mercedes Benz SL55 AMG
Porsche GT3
Mitsubishi Evo V
(full Tommi Makinen livery)
Nissan 350Z

Over 32 million copies of the *Gran Turismo* series have been sold since the first game was released in 1998. The series has been a major force in popularizing automotive culture and is widely acknowledged for boosting awareness of numerous brands in the United States, including the Nissan Skyline, the Subaru Impreza, and the Mitsubishi Evo. So powerful is the *Gran Turismo* brand that Nissan's motor-sport division, NISMO, sells parts for the Skyline and 350Z that were designed by the game team and are branded "Concept by *Gran Turismo*."

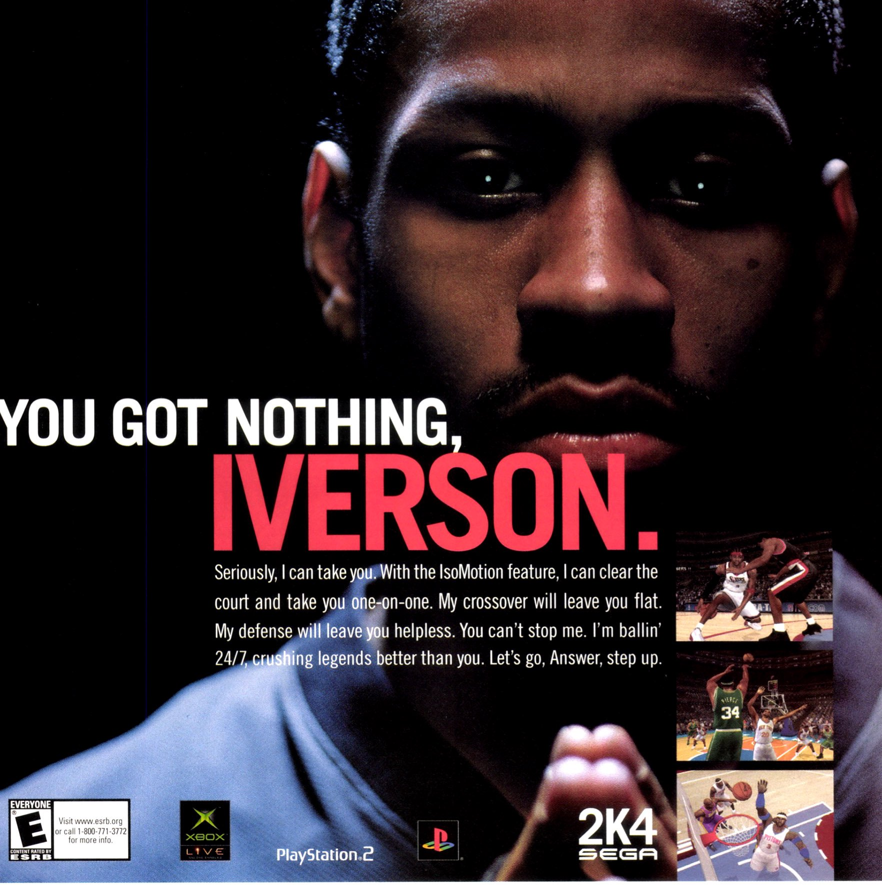
Unveiled at E3 in May, *Gran Turismo 4* is currently scheduled for an ambiguous winter release date—which, it's assumed, means before March 2004.

Series creator Kazunori Yamauchi personally selects every car in every *Gran Turismo* title, and actually drove every one of the real cars featured in the first two games, to ensure that the game feels right. He no longer believes this is necessary; *Gran Turismo 4*'s physics engine is so advanced, the vast amount of telemetry data his teams collect to simulate the cars is painstakingly accurate. This is probably a blessing in disguise for Yamauchi, since driving every car in *GT4* would mean test-driving more than 500 vehicles.

Wait, 500 cars? Can you even *name* 500 cars? Apparently, the original intention was to include more than 1,000, but this had to be pared down because of development time.

Yamauchi has long held the belief that *Gran Turismo* is more than a videogame—it's a celebration of cars and a form of "automotive media." To that end, history is a vitally important aspect, and *Gran Turismo 4* is the first in the series to really celebrate older vehicles. Although *Gran Turismo 3: A-Spec* has some '70s muscle on show, it's nothing compared to the automotive curios in which the new game will indulge you. The team at Polyphony sought out specific classic cars in addition to the extensive list of new cars licensed for *Gran Turismo 4*, and then visited owners' clubs around the world in search of people driving them. The result is a lineup that includes the original VW Beetle, the Bentley Continental, and more contemporary classics like the Escort RS Cosworth from the U.K., Morgan race cars, and the entire Marcos lineup. Owners who helped the team are rewarded by seeing their own car (right down to the license plate) reproduced in the game, along with a thank-you credit.

Notable absences (at least as we go to press) from the *Gran Turismo 4* roster are Ferrari and Porsche, whose cars don't appear because of licensing agreements with other games. That doesn't mean the game is bereft of glamour, though. Expect some serious exotica to make an appearance, along with series favorites like the Skyline race cars and TVRs.



YOU GOT NOTHING, IVERSON.

Seriously, I can take you. With the IsoMotion feature, I can clear the court and take you one-on-one. My crossover will leave you flat. My defense will leave you helpless. You can't stop me. I'm ballin' 24/7, crushing legends better than you. Let's go, Answer, step up.

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ESPN BASKETBALL

ONLINE
BROADBAND AND DIAL-UP

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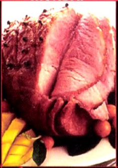
http://asksnoop.com/
Plug any Web address into Tha Shizzolator for, er, shizzolating.

DATEBOOK

OCTOBER 2K3

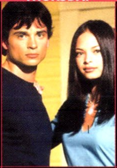
SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY



Eat up, fatties! October is **Eat Country Ham Month**, **National Pizza Month**, **National Popcorn Popping Month**, and **National Cookie Month**. Let's hope November includes Exercise and Eat Sensibly Month.

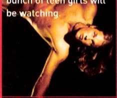
1 Chris Baker likes to tell us about his "guilty pleasures." One of these, ***Smallville***, has its season premiere tonight on the WB.

It's also **World Vegetarian Day**. After eating all that ham, we may be ready to forsake partaking of the flesh.



3 Which movie should we see tonight? ***Scary Movie 3*** looks darn funny, ***The School of Rock*** stars our favorite funnyman, **Jack Black**, and ***Wonderland***, which is about the life of porn star John Holmes, offers the hope of seeing **Kate Bosworth** sans garments.

5 The WB tries to do to **Tarzan** what it did with Superman. You can bet Chris Baker and a bunch of teen girls will be watching.



6 **Amy Jo Johnson**, aka the Pink Power Ranger, turns 33. Does she ever gets the urge to put the costume back on?

7 The holiday games are starting to roll out. This week, look for ***Backyard Wrestling***, ***NBA Live 2004***, ***Conflict Desert Storm II: Back to Baghdad***, and ***Time Crisis 3***.

8

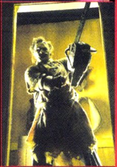
10 It's been six long years since **Quentin Tarantino** did much of anything. ***Kill Bill: Volume One*** with **Uma Thurman** better be one helluva movie.

11 Today is **Take Your Teddy Bear to Work Day**. Thank God it's Saturday and the *OPM* offices are closed.

12

14 Just fork over that paycheck to Best Buy. ***Jak II***, ***SSX 3***, and the **Eye Toy** come out today. Also, ***Matrix Reloaded*** comes out on DVD.

17 Now that birthday boy **Eminem** has been through anger management, he'll probably spend the day enjoying a lighthearted movie. May we suggest ***The Texas Chainsaw Massacre***?



19 It's **Evaluate Your Life Day**. We already evaluated yours for you. You are generally well mannered, but have issues with your mother. Also, you don't spend enough time playing PS2 online.

20 Friend of *OPM* **Snoop Dogg** celebrizzles his bizzle todizzle.

21 On PS2 today: ***Whiplash***, ***ESPN NBA Basketball***, ***Jeopardy***, and ***Wheel of Fortune***.

Charlie's Angels: Full Throttle, ***28 Days Later***, and the ***Adventures of Indiana Jones*** are out on DVD.

25

26 It's 3 a.m. Did you set your clock back?

27 In order to beat the November glut of 44 games released in four days, ***Monster Rancher 4*** and ***Harry Potter Quidditch World Cup*** come out tomorrow.

28 ***24*** finally has its premiere tonight. Rumors have Kim Bauer (**Elisha Cuthbert**, right) now working at CTU. We predict she'll be abducted by aliens AND smothered in saltwater taffy. OK, so the last part is wishful thinking.

31 **HAPPY HALLOWEEN!** Who can forget this classic costume lovingly handmade by *OPM*'s former managing editor, Dan Peluso. Old-school *OPM* readers will also remember it as our spine image back in the summer of 1998.

Elisha Cuthbert's droolicious photo courtesy of Corbis/Outline

HEY SAPP
YOU'RE SOFT.
EVERYONE
E
CONTENT RATED BY ESRB
XBOX
PlayStation 2
PLAYERS INC
2K4
SEGA

In the First Person Football™ mode, I'm on the field, staring you down. I can see you coming. You got nothing. No matter what the play, I own you. C'mon, tough guy, line up. You and me. Let's do this.

AVAILABLE SEPTEMBER 4TH.

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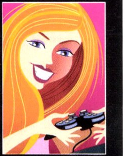
Back by popular demand: Zoe Flower!

Seventh Heaven
Konami revealed that it will be bringing *Winning Eleven 7* to North America in February. The latest game in Konami's beloved soccer series will have new modes and an enhanced gameplay engine.

ZOE'S WORLD

NO HELMET REQUIRED



It's mid-August and I'm sitting on my patio, clad in flip-flops, a bikini, and a shiny silver orb. Why, you ask? Because of what's in my hand. A copy of *SSX 3* has me so excited, I had to don my snowboarding helmet from last season. While I feel like an anime version of Barbarella, what this really goes to show is: a) I'm mental; b) I fall down the stairs in my house a lot and usually hit my head; c) I am obsessed with snowboarding, even when the mountains are the driest they've been in 10 years; and d) *SSX 3* is so good, it actually gives me the feeling I'm on the mountain, tearing it up.

I've finally figured out how those crazy EA kids found their inspiration for this latest Big baby. Last snowboarding season in the "great white north" of Vancouver—my home and home of the world-renowned Whistler—it did not snow. Well, not what you or I would call snow, anyway. Instead, there were icy, treacherous, lame-ass conditions on hills that looked more like a postcard shot in mid-May than the dead of winter. The boys and girls at EA Sports Big—also in Vancouver—had the same view I had to look upon each morning: a drab "great beige north." The fluffy white stuff conducive to snowboarding was not in evidence. Anywhere.

Consequently, *SSX 3* isn't really a game. Rather, it's a fantasy world created by snow-starved board-riding game junkies desperate for a mountain with unlimited white stuff, a never-ending backcountry of powder and huge kickers, and the sickest terrain parks and superpipes ever designed. The snow would not come to us, so EA has taken us to the snow. It almost seems worth the four months that we all spent riding groomed ice in the rain. In fact, thanks to this game, I may no longer be able to suffer the actual reality of snowboarding: In real life, every time I try to frontside boardslide the rainbow rail, I bail face first, tarnishing my helmet and murdering my backside or kneecaps. (Even if you don't know what I'm saying, just know that it hurts. Very much. And I bruise easily.)

So I'm sitting here in my helmet, my shattered knees twitching with anticipation at the thought of new terrain, new gear, a fresh coat of wax on my board, and the quiet peace I get from the sound of my heartbeat in sync with the soft crunch of snow peeling back from my board's sharpened edges. It makes me smile to realize that even when the mountains are still green, a game can make me feel just like I do on opening day of the real snow season.

Zoe Flower makes TV shows about real-life snowboarding, which means she's the most qualified gal we know to comment on *SSX 3*. Contact her at zoe@zoeflower.com.

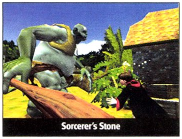
WIZ KID

Go wild about Harry with two new games

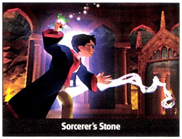
Whether you're a tyke pretending to battle Lord Voldemort on the playground or an adult unashamedly reading the recently released *Order of the Phoenix* on the bus, odds are you've long-since succumbed to the gazillion-dollar Harry Potter phenomenon. Sadly, Warner Bros. is giving its blockbusting Potter film franchise a rest this fall (the third flick, *Prisoner of Azkaban*, will launch June 4, 2004)—but EA isn't letting the boy wizard miss the lucrative holiday season. In fact, two different games based on J.K. Rowling's monumentally popular books will apparate on PS2 for muggles of all ages to savor.

First up, *Quidditch World Cup* delivers Potter fans what they've been begging EA to produce for years—a simulation of the wizard's sport of Quidditch. The uninitiated might be baffled by the craziness of an airborne field packed with 14 broomstick-based players, three different types of balls, and six goals in need of defense. Thankfully, the game irons out most of the complexity, putting you in charge of the most exciting positions: the Chasers (who score points by tossing the Quaffle ball through the hoops) and the Seeker (whose job it is to catch the elusive Snitch ball that's worth a ton of points). Flying about as a Chaser feels like an especially crazy game of hockey, while the Seeker bits feel like a breakneck plane race through flaming loops...if such a thing existed. Look for *Quidditch World Cup* in late October.

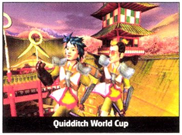
In November, Harry returns to PS2 in an all-new title based on *Harry Potter and the Sorcerer's Stone*. EA didn't have a PS2 game ready back when the film hit two years ago, so Potter-heads had to get by with an underwhelming PS1 romp. Now, Harry's freshman year gets a much richer treatment in the style of last fall's *Chamber of Secrets* for PS2. Exploration, combat, and spellcasting all mimic that of the pleasantly *Zelda*-esque *Chamber*, and a host of improvements, like faster loading times, glitzier cut-scenes, and a more realistic Hogwarts, should make this the best Potter adventure to date.



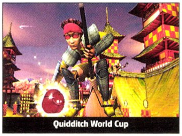
Sorcerer's Stone



Sorcerer's Stone



Quidditch World Cup



Quidditch World Cup

DATA STREAM

Say Cheese!

Sony's handheld PSP gaming device will not only be able to play movies and music, but will also take pictures using a camera peripheral that will be sold separately after PSP's launch. Incredible!

Eidos Splits

Eidos revealed that it won't be picking up the publishing rights for *TimeSplitters 3*. Free Radical, which owns the property, will have to look for another publisher.

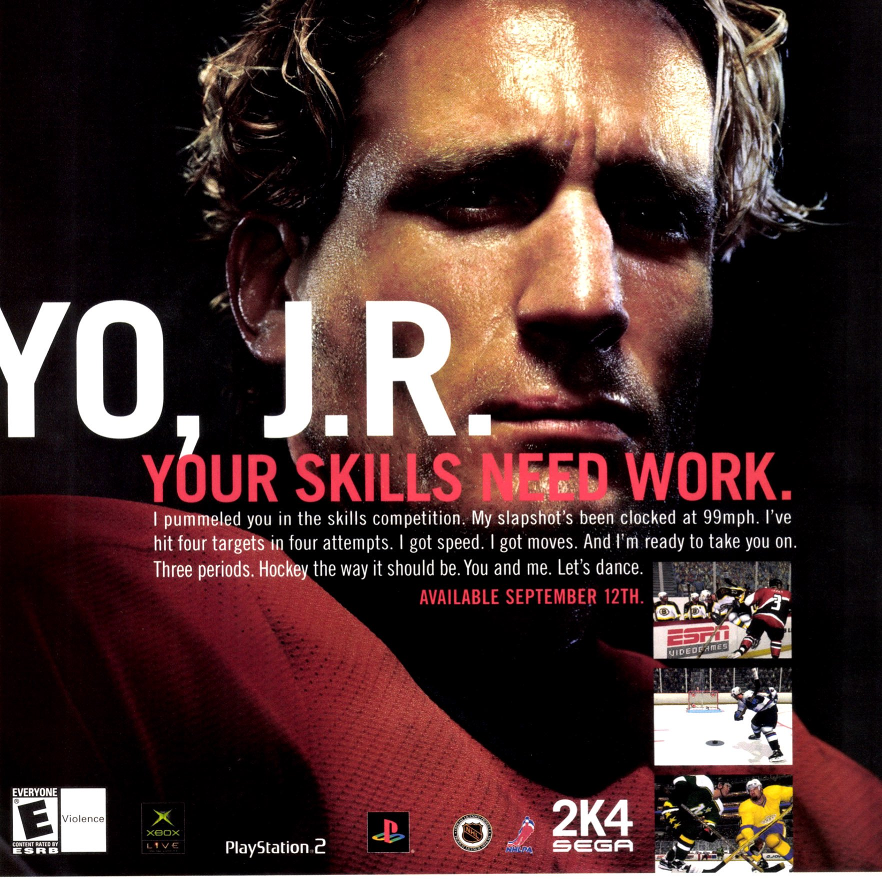
Double Felony

Take Two Interactive will be releasing a special double pack for PS2, featuring *Grand Theft Auto III* and *Grand Theft Auto: Vice City*. The pack will be available in stores Oct. 22.

Boom!

EA Sports' *Madden NFL 2004* has shattered sales records at two major retailers, Gamestop and EB. More than 2 million units of the latest game in the series were sold in a span of three weeks. *NCAA Football* has sold approximately 1 million units.

Illustration by Greg White



YO, J.R.

YOUR SKILLS NEED WORK.

I pummeled you in the skills competition. My slapshot's been clocked at 99mph. I've hit four targets in four attempts. I got speed. I got moves. And I'm ready to take you on. Three periods. Hockey the way it should be. You and me. Let's dance.

AVAILABLE SEPTEMBER 12TH.

EVERYONE E Violence CONTENT RATED BY ESRB

XBOX LIVE

PlayStation 2

2K4 SEGA

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ONLINE BROADBAND AND DIAL-UP

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Remember
Ivan Putski.

divas.wwe.com
www.kitanabaker.com
More lusty pics for all you horndogs...er, wrestling fans.

SLOBBERKNOCKIN'

WWE vs. Backyard Wrestling—how will we ever pick a winner?

It would be insanity—like a toaster that produced sauerkraut or a TV channel for penguins—to compare, say, Eidos' *Backyard Wrestling* to THQ's *WWE SmackDown! Here Comes the Pain*. Yet oddly enough, we have chosen to do just that.

	SMACK DOWN! HERE COMES THE PAIN	BACKYARD WRESTLING DON'T TRY THIS AT HOME
Implied Threat	WWE SmackDown! Here Comes the Pain ✓	Backyard Wrestling: Don't Try This at Home
Scary Arab (or: He's Still Alive?)	The Iron Sheik ✓	Sabu
Educational Content	Bra-and-Panties match ✓	Rudeboy vs. Mad Man Pondo in a gentleman's club
Talentless White Rapper quotient	John Cena	✓ Insane Clown Posse
Blood Content	Bleeding Gums Murphy [1]	✓ Chuck Wepner [2]
Celebrity Nudes	Torrie Wilson and Sable ✓	Kitana Baker
Foreign Objects	Forklift	✓ Snooty French Butler
It's a bird, it's a plane, it's ... ew.	Hurricane Helms	✓ The Masked Horn Dog
T(asteless) and A(sinine)	Billy "Mr. Ass" Gunn ✓	Tylene "Major Gunns" Buck
Your Greatest Delusion	King of the Ring ✓	King of Hardcore Wrestling—in your mom's backyard
Hell Is Other Men...in Spandex	Hell in a cell	✓ Combustible wrestlers sent flying into exploding gas tanks
THE WINNER	✓ WWE SMACKDOWN! HERE COMES THE PAIN: 6-5	

SABLE

The dominant female on SmackDown!
Sable doesn't do as much wrestling as the other ladies, so instead, she walks around the ring in skimpy outfits and enthralls the audience with her irritating voice.

KITANA BAKER

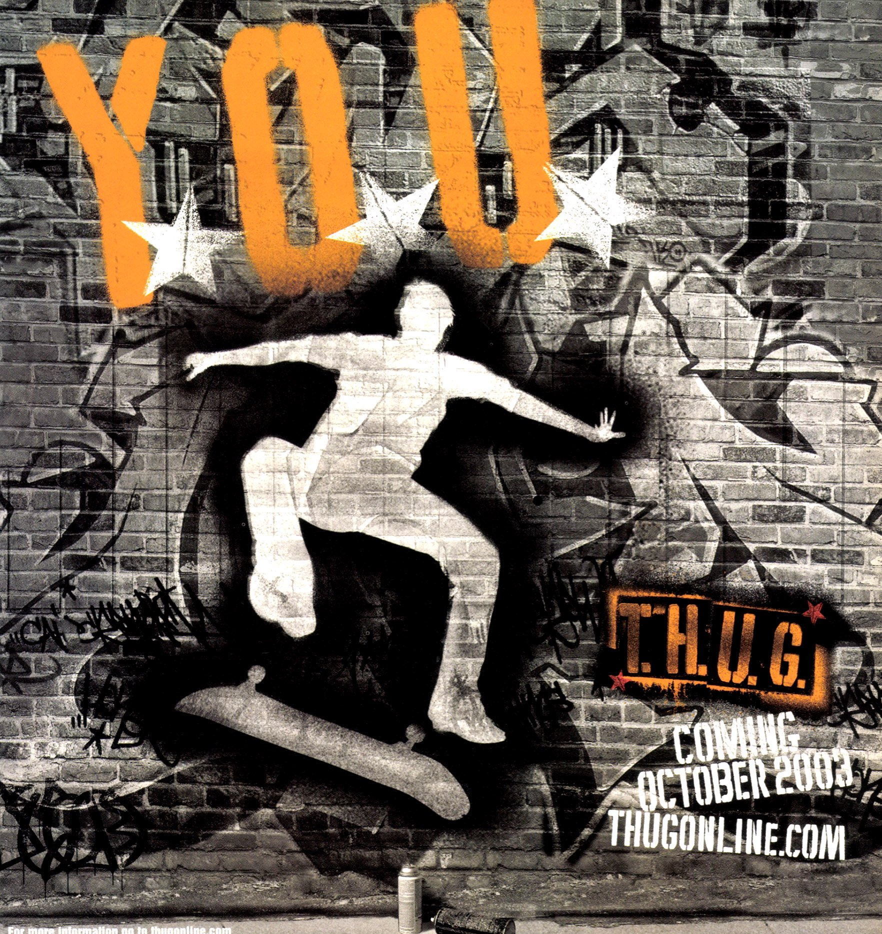
She's so...talented!
She's hot, is often naked, has graced the cover of *Stuff* magazine, and is one of the delightful Miller Lite girls who wrestled in those TV commercial spots.

Sable photo courtesy of WWE; Kitana Baker from wireimage.com

---

[1] Bleeding Gums Murphy, jazzman. Known for his poor dental hygiene: "I suppose I should go to [a dentist], but I've got enough pain in my life as it is."

[2] Boxer Chuck Wepner was more commonly known as "The Bayonne Bleeder" for the copious amounts of corpuscles he donated during each fight.



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*** INTERNET CONNECTIVITY REQUIRED FOR PLAYSTATION 2 AND PCCD.** PlayStation®2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

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OVERHEARD "You're a playable character in the next one?" —Elijah Wood to Dominic Monaghan at G4's *G-Phoria*. Monaghan's response: "You know it." Is Merry one of the two secret characters?

ONE GAME TO RULE THEM ALL

9 reasons why The Lord of the Rings: The Return of the King could be the ultimate movie game

1. NEW LINE APPROVED

If you played *Two Towers*, you know how much it felt like the movie. That's because the film's distributor, New Line Cinema, worked hand in hand with EA Games to deliver the most authentic playable version of the movie possible. Peter Jackson provided input, and five of the actors helped with original voice work.

For *The Return of the King*, the relationship is even stronger. "I would say that there was an even higher degree of collaboration this time around than last," comments Executive Producer Neil Young. "I think when you see the game, you'll see that come through. New Line has been a great partner."

No doubt about that. Be it production stills, digital models, music, sound effects, film footage, or anything else remotely related to the film, New Line has assisted with more than 200,000 assets! The studio even went so far as to invite developers to the set and to contribute its stunt teams for the motion capture used in the game.

Yet, despite this collaboration and *King*'s close correlation to the movie, it...

2. FOLLOWS THE FILM WITHOUT SPOILING IT

With the game hitting stores on Nov. 4 and the movie debuting theatrically on Dec. 17, it stands to reason that a game based closely on the film would spoil much of the movie for anyone who plays within that six-week period. Not so, according to Young.

"I definitely don't think it'll spoil the movie," he claims. "If we've done our job right, it will hopefully add to your comprehension and appreciation of the film."

That said, expect amazing recreations of the movie's...

3. BIG FREAKIN' BATTLES!

You thought Helm's Deep was something? The Battle of Pelennor Fields will leave you breathless. Swarms of orcs, trolls, and other monstrosities rampage. Fell beasts fly through the not-so-friendly skies. General chaos overwhelms the scene.

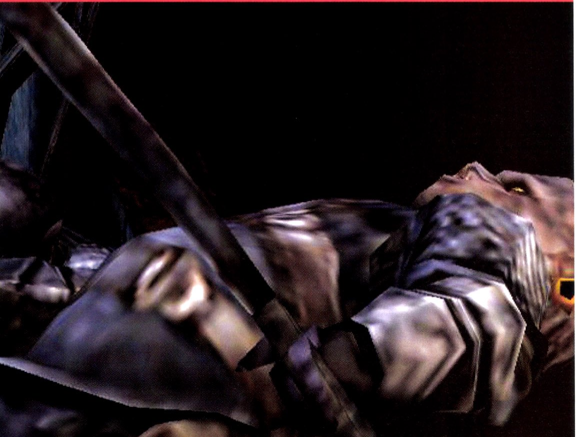
And don't forget the dramatic confrontations throughout the game with bosses like the King of the Dead, Shelob the superspider, and the Witch King (aka Nazgul badass numero uno). Scenes from the movie introduce each level, seamlessly fading into gameplay just as they did in *Two Towers*.

You'll see quite a few characters engaged in these grand gaming moments, including...

4. GANDALF! AND OTHER NEW CHARACTERS.

Great as it is, *Two Towers* really lacks in the character-selection department. You had Aragorn, Gimli, and Legolas, but that's still only a third of the Fellowship. Now, the selectable trio is joined by not only Gandalf, but also Frodo and Sam. (We're also promised two

DID YOU KNOW? The ending cinema for *The Two Towers* game appears in the movie's extended edition (on DVD Nov. 18) but isn't in the film's original cut.



more characters, which EA has yet to disclose.) You don't choose from them for each level, though. There are, after all...

5. THREE PATHS OF ADVENTURE

Just as in the movie, different heroes face different obstacles as they traverse unique paths. Gimli and Legolas follow Aragorn through the Paths of the Dead, with gameplay not unlike what you experience in *Two Towers*. "We felt strongly that we needed to keep the things that worked in *Two Towers* and expand upon them," Young says.

The second path, Gandalf's battle to defend the Gondor captial of Minas Tirith, exemplifies this philosophy. The White Wizard fights very similarly to his comrades, but his use of magic adds an exciting element.

It's Frodo and Sam's trip to Mount Doom through Mordor that really varies things, though. "The hobbit path introduces stealth into [the basic action] mechanic," informs Young. "The characters can use their elven cloaks to sneak around setups and get to places where the environmental interaction helps them defeat the enemies instead of perhaps just pure hack-n-slash."

Yes, he said...

6. ENVIRONMENTAL INTERACTION

All sorts of items exist throughout the environments—not just on Sam and Frodo's path—that allow you to take out enemies in a less traditional manner or perform tasks. "There are many things in the world that you can use by hitting the Action button," Young tells us. "They range from equipment to operate (like a gate crank or catapult) to a grappling hook that you can use to get from one ledge to the next. You can also use the Action button to pick up, hold, and then throw objects."

And you don't have to go at it alone. After all, this is...

7. NO LONGER A SOLO AFFAIR

You wanted multiplayer in *Two Towers*, didn't you? EA has listened. Now, two heroes can play at the same time. Your friend can even join your one-player game at any point. Prepare for a bit of a difficulty spike, though, as the A.I. compensates for the added help.

"Think classic arcade game *Gauntlet* meets *The Return of the King*," says Young. "Two-player cooperative play where you share the experience points you gain—it's a lot of fun."

We believe it. We're also hoping the rumors of online compatibility prove true (EA is keeping mum). Regardless, Young also claims that this time around, the game is...

8. NOT AS SHORT AS A HOBBIT

It wasn't uncommon for folks to boot up *Two Towers* only to find themselves at the end of it in less time than it takes to watch the first two movies. The other characters added a little bit of replay value, but you had probably accomplished everything you possibly could by hour 15.

Young promises a longer experience for *King*. "If you play the game on a standard play-through, it should take the average gamer eight to 10 hours," he says. "And if you include the replay options and co-op, then I think that you're legitimately talking 30 to 40-plus hours of fun."

A big part of the game's replay includes the...

9. INCREDIBLY COOL UNLOCKABLES

All the unlockable behind-the-scenes footage in *Two Towers* may have led you to believe you had yet another edition on the *Lord of the Rings* DVD. The more standard videogame bonuses (new character Isildur and Saruman's tower level) also added quite a bit to the game. Expect much of the same out of *King*.

"There are unlockables all throughout the level tree and a bunch of hidden things also," Young explains. "Expect lots more of the type of thing you saw last year, with actor interviews, art, and other behind-the-scenes material."

But who are the two secret characters you unlock after playing through the game once? Young won't fess up: "They wouldn't be very secret if I told you."

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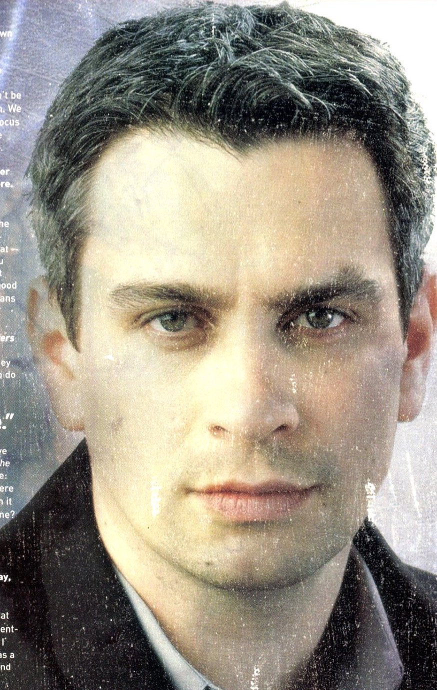
DID YOU KNOW?
Year of the Horse, a rockumentary starring some other guy named Neil Young, was Roger Ebert's worst movie of 1997.

RINGLEADER



It looks just like the movie! If you were a gamer back in the 16-bit days, one look at *Disney's Aladdin* for Sega Genesis probably made you say those very words. Recently, you may have said the same thing in reference to last year's *The Lord of the Rings: The Two Towers*. Both titles rank among the most acclaimed licensed games of all time—and both owe a lot to Neil Young of EA Games. An industry veteran who's also worked on *Ultima Online*, *Majestic*, and many other big releases on multiple platforms, Young remains in Middle-earth for now, where he heads up *The Return of the King* for EA's Redwood Shores studio.

It seems that a lot of gamers automatically assume that any game with a license attached to it is going to suck. As someone who has worked with a lot of big licenses, how much truth do you think there is to that?
I think that there's a lot of truth in that. It's frankly unfortunate, because it doesn't have to be that way. It's certainly not true that *Godfather* sucked as a film because it was a book, or that *Jaws* was bad because Peter Benchley had originally written a novel that it was based on.

> **"We're trying to make a game a lot of people like...you always [risk] alienating the hardcore."**

How does working with *LOTR* compare to other big licenses like *Terminator* and *Alien*?
It's very different from *Terminator* and *Alien*, for sure. Those games were very traditional relationships between the developer, publisher, and licensor.

And *Aladdin*?
Frankly, *Aladdin* was a turning point for me in thinking about how to adapt films to games. In that project, we worked with many of the same people that created the original film. We had access to the music from the film, the animators, and a lot of the reference material. There are many parallels between that and *LOTR*.

The near decade between the two makes a big difference, though, huh?
Of course. In *LOTR*, it's been taken to the Nth degree—actors, digital models, music, sound effects, stunt teams, film footage. Everything you could want access to, we've been fortunate enough to get, thanks to the commitment of the team behind the film wanting to make everything to do with the film as good and as true as possible.

With such a relationship, so much of the character and environmental design is already laid out for you. How do you define your own art style in a game based on the movies? Why would you want to reinvent what's already there? My sense has always been that the visual and aural mark that Peter Jackson has put on Middle-earth shouldn't be reinvented or reimagined for our medium. We wanted to embrace these elements and focus our attention on the things that will make those elements work well in our medium.

***LOTR* has a *huge* fan base—probably bigger than any license you've worked with before. Knowing that going in, does that add any extra pressure to creating a great game?**
I think we often have anxiety about how the most ardent fans will react to the game—we're trying very hard to make a game that a lot of people like, so in that process, you always run the risk of alienating the most hardcore. That said, I think that we do a good job of self-regulating what will work for fans and what won't.

What kind of feedback about *The Two Towers* did you get from hardcore Tolkien fans?
The great thing about *LOTR* fans is that they are generally so excited about anything to do with *LOTR*, they tend to be more supportive than anything. I think their criticisms of *The Two Towers* are the same as yours or mine: Where's the co-op? Where's Gandalf? Where are Frodo and Sam? Can it be longer? Can it have more replay value? Can I play it online?

Well..."can I"?
No comment [smiles].

All secretive, are we? Fair enough. Anyway, what were your thoughts on Vivendi Universal's *The Fellowship of the Ring*?
No comment [laughs]. Generally, I think that competition is good as long as it's not presented in a way that might confuse customers. I know I'd hate to have a game given to me as a gift because I'd asked for the *LOTR* game and ended up with the wrong one.

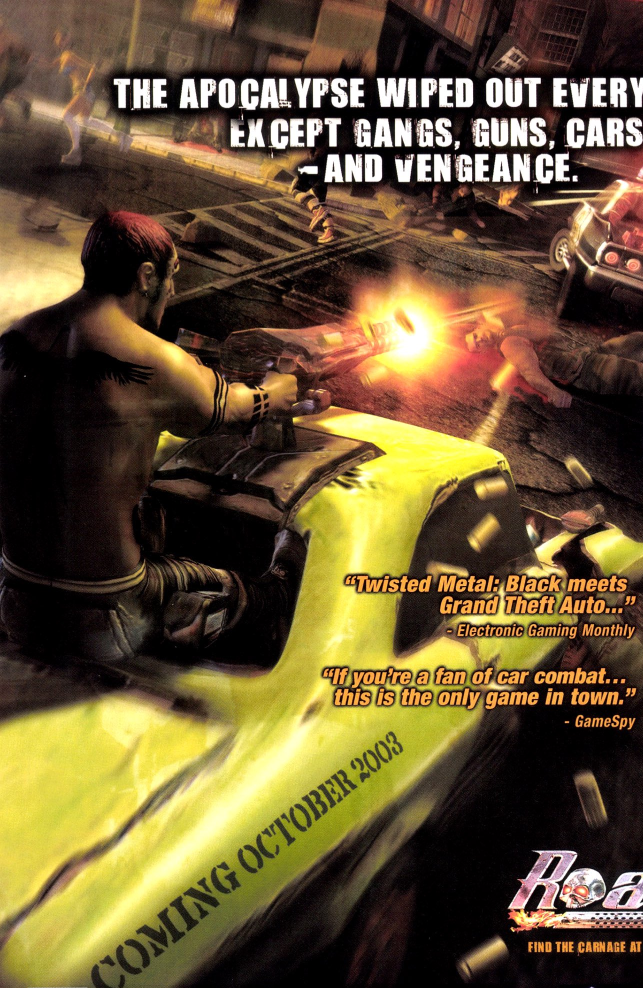
The "wrong one"?
You know which one I think is the good one [laughs].

You've probably seen a lot of the new movie, correct? Will it be the best of the three?
I think it'll be an amazing film that combines incredible action with fantastic dramatic performances. I have no doubt that it'll be the best—Peter Jackson is an incredible filmmaker.

Neil Young
Executive Producer, Electronic Arts
Career Highlights: *Aladdin, Ultima Online, Majestic, Lord of the Rings: The Two Towers*

MIDWAY

THE APOCALYPSE WIPED OUT EVERYTHING. EXCEPT GANGS, GUNS, CARS – AND VENGEANCE.



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> *- Electronic Gaming Monthly*

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www.classicgaming.com/castlevania
The most complete resource on the history of *Castlevania* that you'll ever see anywhere.

Suikoden Returns
Konami announced plans to show *Genso Suikoden IV* at the Tokyo Game Show. It will join *Metal Gear Solid 3* and several other games in Konami's booth.

GAMES ARE GOOD FOR YOU

IT'S OFFICIAL!

The Entertainment Software Association recently gathered the following studies to prove that, yet again, there's a strong argument that videogames are good for you. Next time someone tells you that you're being antisocial, cite some of the following examples, which make you look clever and studious and have the benefit of being correct. Now, we just need proof that games make us superhot to the opposite sex.

GAMES AND CHILD DEVELOPMENT

Key Finding: Games are a positive part of a well-adjusted lifestyle.

Durkin, K., & Barber, B. 2002. Not So Doomed: Computer Game Play and Positive Adolescent Development. *Applied Developmental Psychology*, 23, 373-392.

"No evidence was obtained of negative outcomes among game players. The overall picture that emerges from the present pattern is that computer game play is one manifestation of an active and well-adjusted lifestyle."

GAMES AND IMPROVED VISUAL SKILLS

Key Finding: Games can improve visual skills.

Bavelier, D., & Green, C. Action Video Game Modifies Visual Selective Attention. *Nature*, 29 May 2003, 534-537.

"By forcing players to simultaneously juggle a number of varied tasks (detect new enemies, track existing enemies, and avoiding getting hurt, among others), action videogame playing pushes the limits of three rather different aspects of visual attention.... Therefore, although video-game playing may seem to be rather mindless, it is capable of radically altering visual attention processing."

GAMES AND PAIN MANAGEMENT

Key Finding: Games can help manage pain.

Raudenbush, B., Koon, J., & Lilley, S. 2003. Differential Effects of Video Game Play on Pain Tolerance and Threshold. Wheeling Jesuit University.

"Results indicate that the active videogame was successful in reducing participants' pain ratings and increasing pain tolerance." (From Dr. Bryan Raudenbush, director of undergraduate research, Wheeling Jesuit University)

GAMES AND VIOLENCE

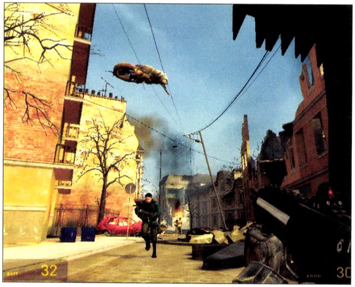
Key Conclusion: Studies on videogames containing violent content have not found adverse effects on players.

Legal Brief in St. Louis Video Game Case. Produced by the Free Expression Policy Project, 2002.

"Most studies and experiments on video games containing violent content have not found adverse effects. Researchers who do report positive results have generally relied on small statistical differences and used dubious 'proxies' for aggression, such as recognizing 'aggressive words' on a computer screen. Indeed, research on media violence more generally has also failed to prove that it causes—or is even a 'risk factor' for—actual violent behavior."

HALF-LIFE 2 LOOKING FOR A HOME

Valve Software eyes Sony's next-gen hardware



Amidst the plumes of cigarette smoke and hacking coughs of this year's ECTS, Valve Software revealed some details about its plans for additional console versions of *Half-Life 2*, the sequel to what many consider to be one of the greatest first-person shooters on the PC. Valve reconfirmed that it will port the game to Xbox, but delivered the bad news that, barring a miracle or a large sum of money, the game has no chance of appearing on PS2. The company *is* interested in bringing the game to the next iteration of Sony's console hardware, but it wants to hear Sony's plans for the system before it makes any rock-solid development commitments.

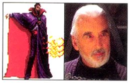
"*Half-Life 2* for Xbox is in development and will be released after the PC version," a Valve Software representative told *OPM*. "[As for other] existing platforms, it won't happen."

This revelation shouldn't come as an enormous shock. The three-year-old PS2 hardware would have trouble replicating some of *Half-Life 2*'s impressive technical features, including an advanced physics engine that lets you interact with just about any object in the environment, whether it's a computer monitor or a machine-gun pod. Its equally impressive graphics engine, which features some of the best facial articulation to date, would also be difficult to integrate at a high level. Still, we can't help but be excited about the prospect of Valve working with Sony's next-generation hardware, even if it means we'll have to wait a few more years before seeing Gordon Freeman in action.

DREAM CAST

Few videogame stories have the rich (and freakin' *convoluted*) history of *Castlevania*. To celebrate the release of *Lament of Innocence*, we delve back into the series' entire history for our monthly hypothetical cast of a movie that'll certainly never be made.

Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



Dracula: Christopher Lee
Before his Dooku/Saruman fame, Sir Lee was best known for playing the Prince of Darkness...13 times!

Simon Belmont (*CV1, 2, 4*): Leonardo DiCaprio
The prettiest of pretty-boy vampire slayers played by the prettiest pretty-boy actor.

Leon Belmont (*CV Lament*): Hayden Christensen
Like him or hate him, Hayden's got the "first in a heroic line" thing down pat.

Trevor Belmont (*CV3*): Viggo Mortensen
We know how Aragorn handles a blade...we bet he's just as great with a whip.

Richter Belmont (*X, SOTN*): David Boreanaz
We've seen him *as* the vampire on *Angel*...now he's killing 'em! Oh, the irony.

Maria Renard (*X, SOTN*): Kristanna Loken
We need a chick in there *somewhere*, right? And we love the Terminatrix.

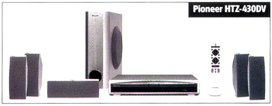
Alucard (*CV3, SOTN*): Johnny Depp
Yeah, we know we cast him for stuff all the time. But really, can you blame us?

Reinhart Schneider (*CV 64*): Ben Affleck
Who better for a much-hated *CV* hero than a much-hated action-hero actor?

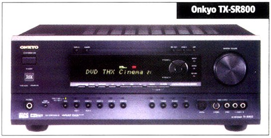
www.dolby.com/games
Head here for the full rundown of which games sound best on your PS2.

Monster Game

Inspire 5.1 Digital 5500


Pioneer HTZ-430DV

Kenwood HTB-506


Onkyo TX-SR800

Aperion Audio Intimus 5.1

Photo by Arnold Tiosejo; Illustration by Kurt Ketchum

FOR THOSE WHO WANT THE CHEAP (ER, EASY) WAY OUT...

Hidden in the back corners of some stores is a dirty little secret—deceptively slick-looking stereos "built for use with your PS2." That's just crap. Nine times out of 10, you're spending upward of 200 bones for a molded piece of plastic modern art that complements your PS2 but doesn't deliver the audio kick in the ass that you crave.

Realistically, though, you should be prepared to spend at least $200 for even passable surround sound. That optical digital input port apparently costs money, because you can't even find it in ultra-cheapo systems. The only thing even close to decent in this category is Monster Cable's **Monster Game** (www.monstercable.com, $200). It sounds OK and offers a wireless remote control, but it's a god-awful eyesore in your house.

Fortunately, Creative has a lock on value systems that don't look like the bastard child of your PS2. The **Inspire 5.1 Digital 5500** (www.creative.com, $200) is a good pick that won't break the bank. These guys have thought ahead and solved every issue we usually have with these kits. First, it comes packaged with every connection you need to hook this up to your PC, your PS2, and the rest of your home theater. No Meccas to Radio Shack here, friend. Another nice bonus: a wireless remote.

FOR BILL GATES...

The only problem with demanding the best is that you've got to start picking and choosing separate components to spec out your home theater. Oh, we're really weeping for you, you wealthy cad. Heck, your butler is probably reading this to you.

The A/V receiver is the heart of your home theater, so you want to make sure you'll be getting some serious wattage firepower and the expandability to know you won't have to replace the damn thing in a year. Enter **Onkyo's TX-SR800** (www.onkyo.com, $1,000). Though it's been around for a little while, this sucker still gives top-notch performance. The TX-SR800 can pump out 100 watts to each of its seven channels, and has four digital optical inputs (and that's all we've got room to mention here!).

Now comes the most important part: the actual speakers. There are lots of brands available, and each offers different strengths. One company makes some of the best subwoofers, other companies have the sweetest-looking designs. If you don't want to bounce around between 30 different companies, you can buy a "relatively inexpensive" high-end kit that has everything you need. To that end, Aperion Audio's **Intimus 5.1** system with 10-inch subwoofer (www.aperionaudio.com, $1,400) has some heavy-duty bump. Plus, the speakers are built like battleships and come with a no-risk 30-day in-home trial!

ACT LIKE YA KNOW

These are common things that'll pop up when you start looking into home theater.

5.1: The number of speakers involved in producing basic surround sound: left, right, center, left surround, and right surround. So what's the ".1?" The almighty subwoofer.

6.1: Ditto, except the sixth speaker is a rear center channel so you don't miss any dialogue. Center channels carry the voice; in many kits, an underpowered center can conceal conversations.

CENTER CHANNEL: Everyone makes a big stink about how important the subwoofer is. What about the dialogue? You need a dedicated center channel so you don't miss a word. The dedicated center-channel speaker is the elongated one that lies on its side.

ANALOG AUDIO: The boring ol' left and right RCA jacks that come standard with your PS2. This is all you'll need in order to hear Dolby surround sound.

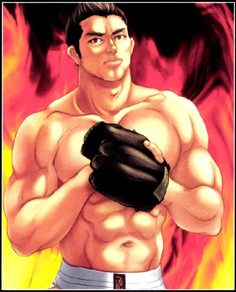
OPTICAL DIGITAL AUDIO: Under the small flap behind your PS2, a mysterious red death ray shoots out—that's actually a pure digital audio signal. This is the key to attaining Dolby Digital and DTS audio bliss.

DIGITAL DECODER: Your PS2 sends out a digital audio signal, sure, but you need a decoder that can read and translate that into surround sound. This is usually in a receiver or a home-theater-in-a-box kit.

What do you *really* need to know about televisions, stereos, and everything else that goes into the living room? Look no further. Every month, we're going to tackle all the nagging questions you're too embarrassed to ask those guys at the electronics store. Go ahead and drop us a line at darren_gladstone@ziffdavis.com.

www.gamefly.com
www.gamelender.com
Try these for your online rental needs.

ONLY IN JAPAN



THE FRIENDSHIP ADVENTURE

The world of fiction—from books to movies, TV shows to videogames—is amazingly different from the world of reality. Take this game, for example. Your TV station is in serious trouble. Ratings are down and shows are desperately unpopular. What to do? In the real world, execs would fire a lot of people, replace their good-but-unpopular programs with cut-rate clones of *American Idol*, and start praying for a nice, juicy war to cover. In the fake world, however, a miraculous turnaround is usually achieved when everyone comes together and tries really hard. Such is the case with this game, yet another in the bargain-priced Simple 2000 series.

But there's a twist. The central characters are exclusively male, and given that the game is basically a dating sim dressed up as some sort of TV-station-rescue scenario, the situations are even more ludicrous than the concept might suggest. Instead of thinking up new programming, for example, you're sitting in a sauna with a co-worker trying to improve your friendship. Indeed, love between the station's male staff is central to the game; ratings will only rebound if the staff as a whole has a strong bond of togetherness. Apparently, trips to wrestling matches and and lounging around in loincloths are the order of the day if you want to save your station. And it's all presented in just the right sort of hand-drawn format to properly highlight the large pecs and ubiquitous six-pack abs sported by everyone on the staff.

Developer HuneX is rather familiar with the dating genre's formula (choose option from menu, observe scene unfold, choose next option, etc.), but unlike the folks behind last month's *Chou Aniki*, HuneX isn't just exploiting the homosexual community. Support its cause by picking up *The Friendship Adventure* on Oct. 30 in Japan...if you're into that sort of thing, of course.

FALL FOLLIES

Too many games, like leaves in the breeze

When the leaves start turning brown and flitter away from the trees, people stop being lazy summer bums and start trying to do things. School starts up again, people take long autumn walks, and massive holiday get-togethers are planned. Yeah, whatever. A lack of sun along with a bone-chilling fall breeze just means more time indoors playing games. You probably got the big hits, but here are a dozen rentals you ought to check out before the snow starts falling.

Something New Time to broaden your horizon?

Must Play You snoozed, so don't lose.

Weird and Wacky Slow day? Ramp it up with these games.

Short but Sweet You'll beat the game before you know it.

Good but Flawed Kinda like a half-day in school.

Play With Your Pals Kick back with a few buds.

Test Drive Best to try it before you buy it.

Rental Only Kill a weekend, nothing more.

.hack (series)

★★★★ **Bandai**

You'll need to play all four to get the full story, so why not save some cash and rent them instead? Unless you're really rich. Don't forget the DVDs while you're at it.

Ape Escape 2

★★★★½ **Ubi Soft**

False advertising alert: There are no apes whatsoever in this game. Boycott, boycott, boycott!! "But," you say, "monkeys are so darn fun!" OK, you win. Rent it instead.

Buffy: Chaos Bleeds

★★★ **Vivendi Universal**

A reasonably fun beat-em-up with a good *Buffy* script. It's not as good as the previous game, more worth a rental than a buy.

Disgaea

★★★★ **Atlus**

While everyone loves a *Final Fantasy*, it's time to try something different. Believe us—*Disgaea* is as odd as it gets. You can't go wrong renting this quirky strategy RPG.

Downhill Domination

★★★★ **SCEA**

It's the right mix of *SSX* gameplay and mountain bikes. The adrenaline rush you'll get from tricking out is a great way to unwind during a weekend.

ESPN NFL Football 2004

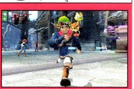
★★★★½ **Sega**

Madden fans who want to try something a little different can rent Sega's solid competitor. Try playing all in first-person during your rental!

Freedom Fighters

★★★★★ **EA**

This is an awesome viva-la-revolución game, but its sheer difficulty might throw you off. Rent it first to get past the growing pains, then think about buying it.



Jak II

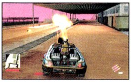
★★★½ **SCEA**

Uh, you'll definitely want to rent this one. It's got some great platforming, but lots of other elements that might annoy you. Remember, try before you buy.

Return to Castle Wolfenstein

★★★½ **Activision**

There's some decent single-player fun in here, but lack of multiplayer makes renting the way to go.



Road Kill

★★★★ **Midway**

Take away the stupid swearing and the bad attempts at humor and you have a very solid melding of *Twisted Metal Black's* car action and *GTA's* mission structure.

Simpsons Hit'N'Run

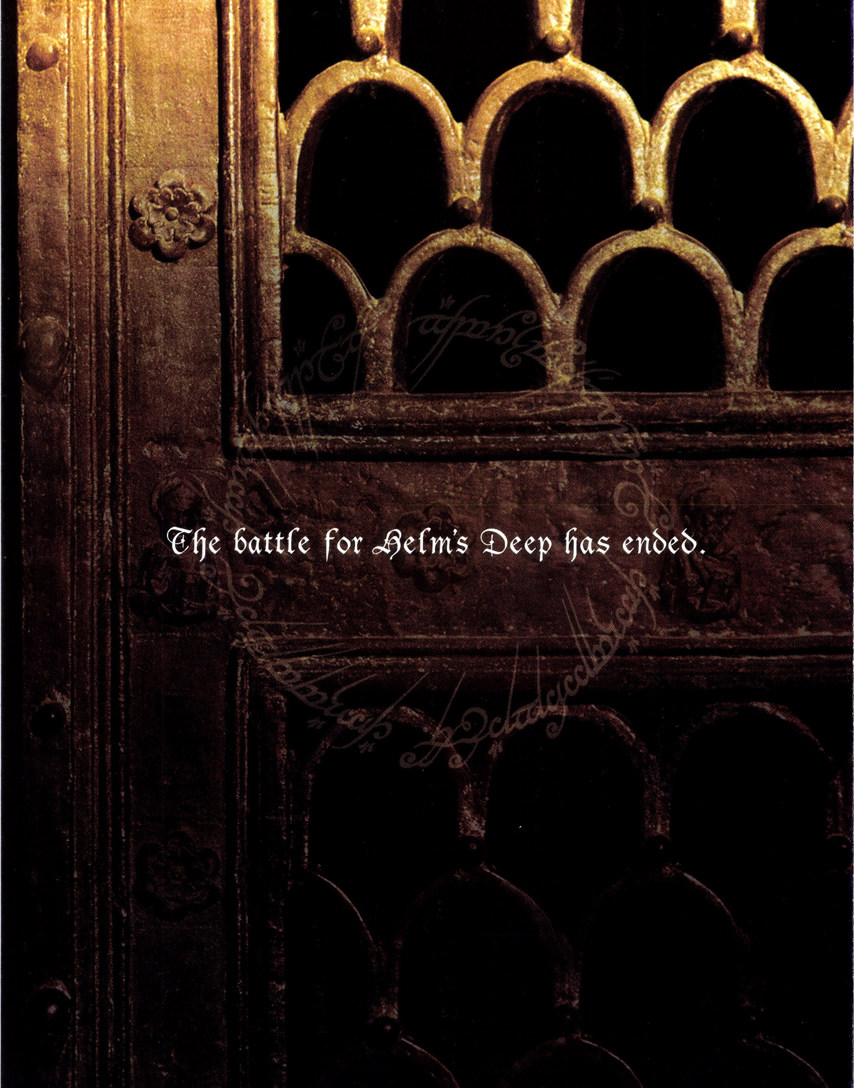
★★★★ **Vivendi Universal**

This is simply the best Simpsons game ever. Yeah, it's *GTA3* starring Homer, but if you ignored it at first, you ought to give it a rental.

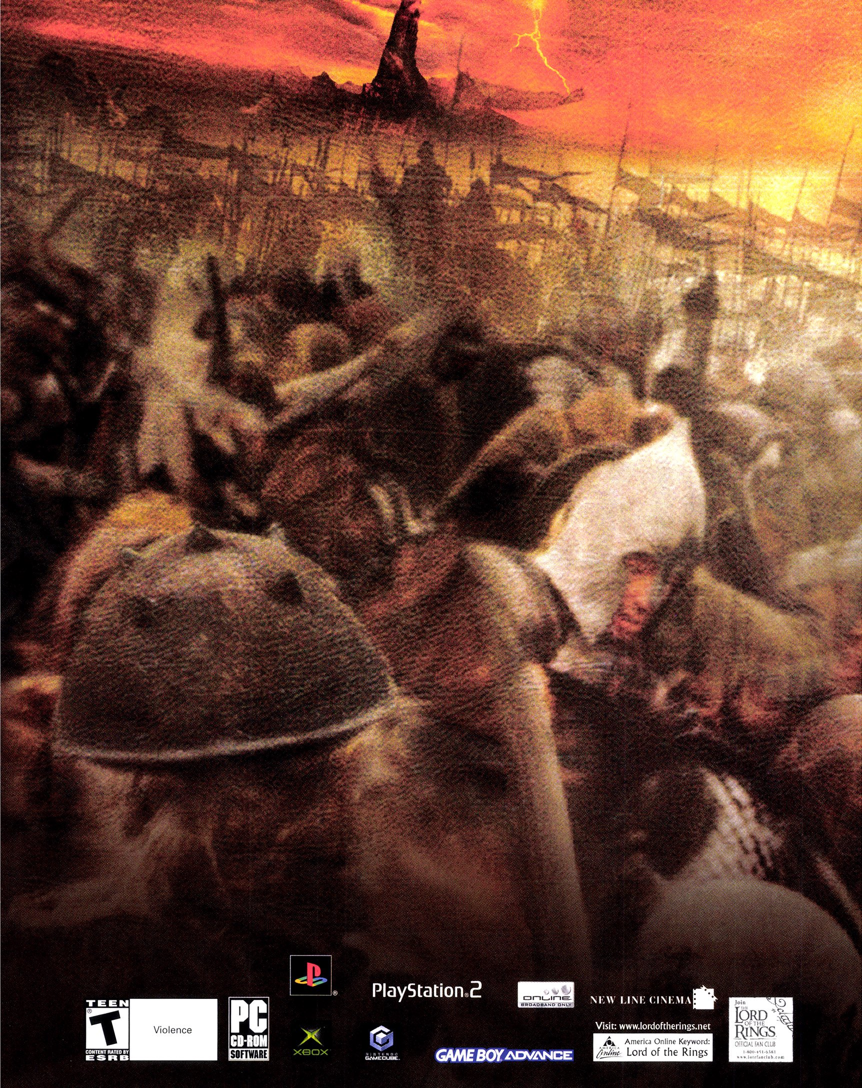
Splashdown: Rides Gone Wild

★★★★★ **THQ**

Don't miss out on this awesome extreme-sports racer. Rent it to check out Downtown Downpour, the coolest level ever. Then buy it.



The battle for Helm's Deep has ended.



TEEN
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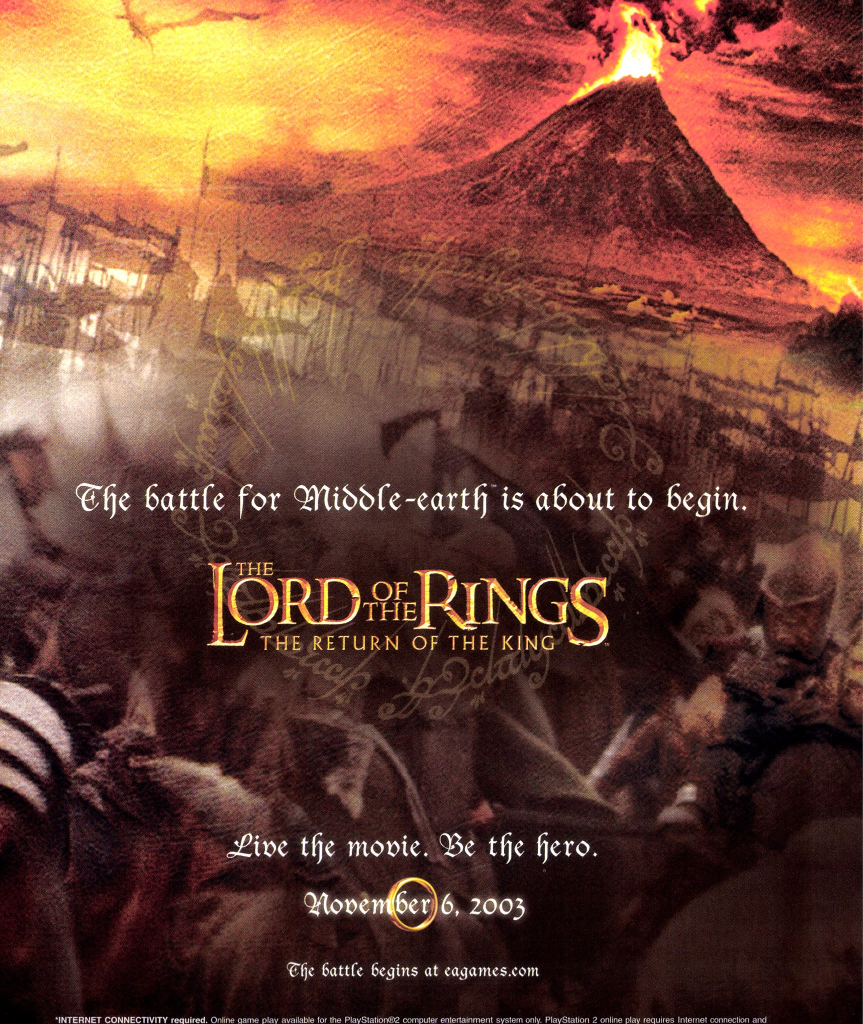
The battle for Middle-earth™ is about to begin.
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***INTERNET CONNECTIVITY required.** Online game play available for the PlayStation®2 computer entertainment system only. PlayStation 2 online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately).

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OVERHEARD "So you changed your mind because you wanted to avoid global chaos!" –Raiden, *MGS2*, possibly referring to Kojima directing another *Metal Gear* game.

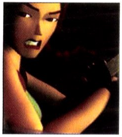
KOJIMA'S LAST METAL GEAR

File this under "we've heard that before"

M*etal Gear Solid 3* is the last game in the series that director Hideo Kojima will personally work on. Kojima made the statement at the PlayStation Experience event in England, during an autograph and Q&A session promoting the new trailer for *MGS3*. When asked about the prospect of a fourth game in the series, Kojima didn't rule out the possibility, but he said that *Snake Eater* is the last installment that he'll direct. He also, you'll recall, said the same thing about *MGS2* before caving to fan pressure. Is he tired of the series, or just a drama queen? Next time we see him, we'll ask him for you.

Information on *MGS3* is still trickling out. A new video unveiled at ECTS reinforced the survival aspects of *Snake Eater*'s gameplay. In it, the jungle environments that have appeared in screenshots are supplemented with some gorgeous moonlit nighttime visuals, and there's also footage of Snake creeping through a cave while holding a flaming torch that produces some incredible-looking lighting effects. Also evident was a vast menagerie of animals that appear in the game. In fact, the video features more birds, snakes, alligators, and other nasties than it does enemy soldiers, and reiterates the survival theme with cheesy captions. "Survive Survival!" it exclaims at one point. Sorry, what? "How would you like your Snake?" it asks. "How about Solid?" Um, sure.

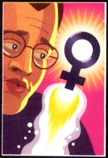
www.fatchicksinpartyhats.com
Think *Metal Gear*'s alligator hat is wacky? Wait till you get a load of these fatties in their festive chapeaus.



Shaken to the Core
The co-founder of Core Design and co-creator of Lara Croft, Jeremy Heath-Smith, has resigned from the company to pursue other opportunities.

THE WATCHDOG

GAMING, ADULT STYLE



The next time you hear someone classify videogame players as geeky boys, hit them with this statistic: An August 2003 study by the Entertainment Software Association shows that more videogame players are women over the age of 18 (26 percent) than boys aged 6 to 17 (21 percent). So, in fact, a "gamer" is more likely to be the geeky boy's older sister or aunt than the geeky boy himself. And more and more, it's entirely possible that a gamer could be that boy's grandparent: 17 percent of gamers are now age 50 or older. All told, 64 percent of gamers are over the age of 18, and the average age of a gamer is now a distinctly Gen-X 29 years old (which is a bit of a relief to this 34-year-old).

You wacky teens might cringe at the idea of the old farts competing with you for the choice games at the local store, but there are several reasons you should be glad the over-the-hill types are so heavily into gaming:

1. Money talks. At $50 a pop, games ain't cheap. Young kids have to grovel and beg to extract games from parents; teens do the same (or get jobs asking you if you want fries with that in order to accomplish the same task). Adults, on the other hand, buy what they want and have the capability of buying more often, thanks to bigger incomes. They're the economic engine that keeps videogame companies running.

2. Longevity rules. If videogames were strictly a teen occupation, the field would be inherently limited and subject to the whims of fashion (look at pop music). Adult gamers provide a stable base of players that lets the industry confidently try new things. This isn't to say that individual companies can't still flail (see: Sega and Nintendo), but the industry as a whole isn't in danger of being a fad that disappears from the face of the planet.

3. Adults are harder to push around. Nearly all the attempted censorship of and restrictions on videogames are predicated on the notion that videogames are children's toys, and that children must be protected. This assumption is clearly incorrect—and the more adult gamers know about the efforts to curtail their rights, the more difficult it becomes to curtail them. See, we happen to vote, and we speak out on the issues that concern us.

Ultimately, what adult gamers offer is freedom: freedom for the industry to grow, and freedom that comes from engaged people protecting the field from those who choose not to understand it. Think about that when some balding dude snatches up the last copy of *Soul Calibur II* just before you get to it.

Is there something you want to add to this commentary? Take it to the *OPM* boards! Or write John directly at john@scalzi.com. He loves the mail.

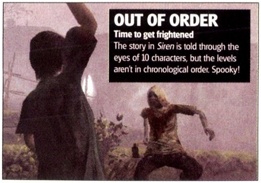
THE SHOW THAT WASN'T

Aside from a few standout moments, ECTS 2003 was business as usual

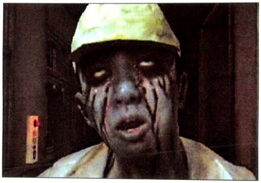
The European videogame trade show known as ECTS has always had the problem of being unable to live up to its North American counterpart, E3, in terms of announcements and unveilings. This year was no exception. Most of the PS2 games displayed at ECTS, or even at Sony's glitzier PlayStation Experience 2003 event (held at a seperate venue and attracting over 35,000 visitors) had already been shown in some form or another at E3 back in May. However, the appearance of a few key games, including *Gran Turismo 4* and *Metal Gear Solid 3*, prevented the show from being a total bust. Sadly, as we've stated elsewhere this month, *Killzone*, possibly the most talked about game in Europe right now, was notable in its absence from the event. There wasn't even any video footage at the show, which came as a great surprise to many.

On the ECTS show floor, Atari unveiled a small trailer featuring some of the vehicles, locations, and characters in *Driver 3*, giving a taste of what to expect from the final game. As we've stated in these pages before, the look is very much like that of Reflections' previous game *Stuntman*. Let's hope they've fixed the problems that *Stuntman* suffered so dreadfully from.

Just outside ECTS, at Sony's PlayStation Experience, Sony showed *Siren* in public for the first time, and it looks like the game will bring a number of new and interesting mechanics to the survival-horror genre. Unfortunately, the story is about as cliché as it gets: The game is set in the Japanese village of Hanyuda, where the residents have been turned into...zombies!

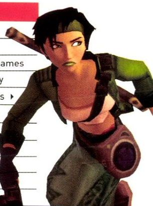


OUT OF ORDER
Time to get frightened
The story in *Siren* is told through the eyes of 10 characters, but the levels aren't in chronological order. Spooky!



OVERDONE/UNDERDONE

Less crap + more awesome stuff = a better world for all of us



OVERDONE	UNDERDONE
Splitscreen multiplayer	Same-screen multiplayer
▾ *Grand Theft Auto*–ization of games	Serialized games ▾
Stealth espionage	Squad-based strategic action games
Forced adult humor	Games that are genuinely funny
◂ Busty, ridiculous-looking babes	Credible female lead characters ▸
▾ Lava levels	Realistic nature levels ▾
Being the bad guy	Being good
Crates as cover	Tires as cover
Buggy games	Testing
Hollywood voice acting	Plot

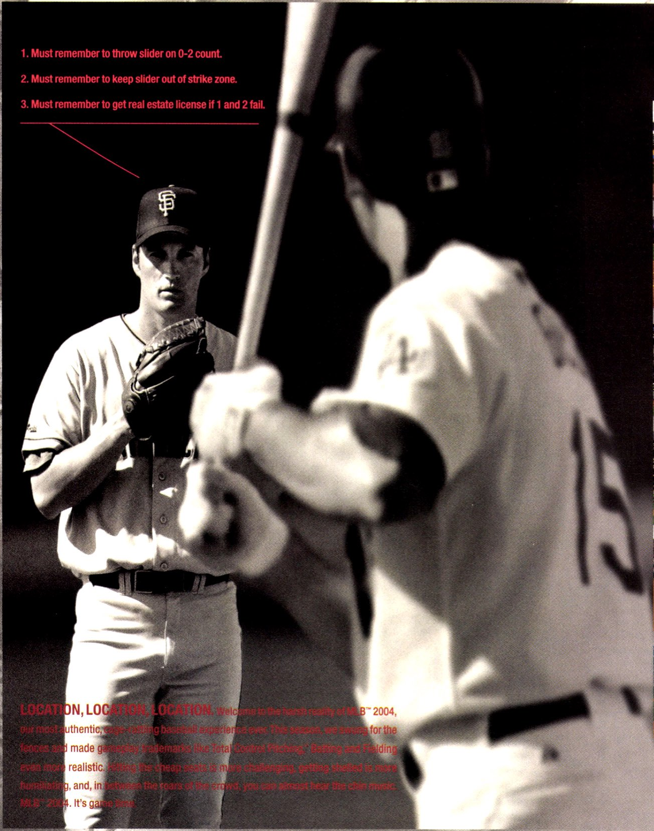
Jak II

Warhammer 40,000

SSX 3

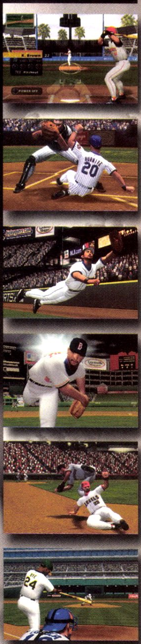
.hack

Illustration by Greg White



1. Must remember to throw slider on 0-2 count.
2. Must remember to keep slider out of strike zone.
3. Must remember to get real estate license if 1 and 2 fail.

MLB 2004



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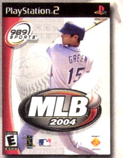

PlayStation.2

EVERYONE E CONTENT RATED BY ESRB

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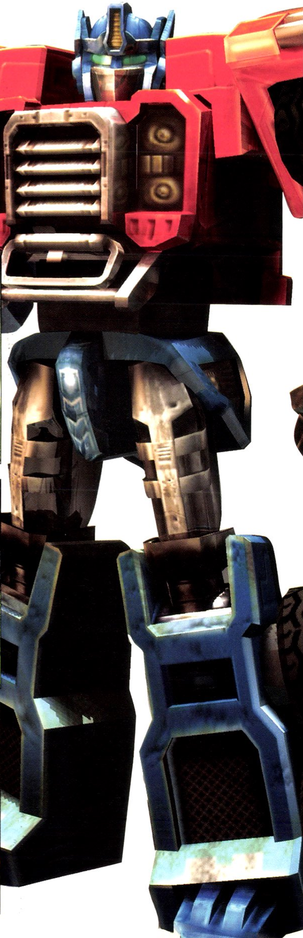
ON THE DISC
Check out the *Cy Girls* playable demo. It might surprise you. It sure surprised us!

ATTACK OF THE TOYS!

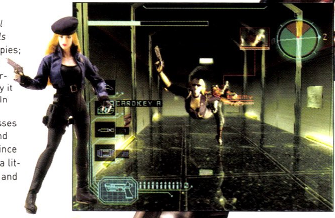
A torrent of toy titles are taking over your console, but are they any good?



You spent your youth (and perhaps part of your adulthood) playing with toys. Now, developers are going nuts making games based on toys. We're pretty sure you don't care about games derived from such stellar properties as Bionicles, Bratz, and Barbie, but here are some of the more interesting toy titles headed to PS2.

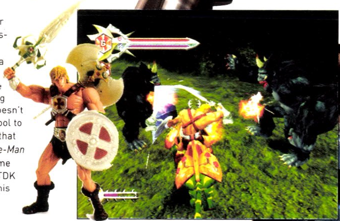
CY GIRLS

With *Cy Girls*, Konami has created a sexy *Metal Gear Lite*. Based on a toy line from BBI, *Cy Girls* stars the eponymous duo of supersassy she-spies; gamers can play as gun-toting Ice or sly ninja Aska. We spent some time as Ice and were surprised by how much we enjoyed ourselves. (Try it yourself right now—it's on this month's disc!) In addition to the *MGS*-style radar and look, Ice receives pop-up HUDs for every target, possesses slick animations for every move and attack, and gets help from the greatest remote sidekick since Otacon: Sancho Poco. The cyberspace stuff is a little weak, but we look forward to playing more and taking control of Aska.



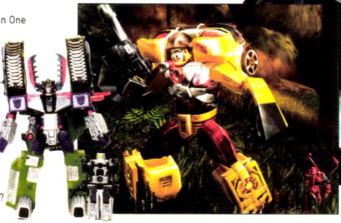
HE-MAN: DEFENDER OF GRAYSKULL

All is not well in Eternia. Mattel's lauded Four Horsemen team may have sculpted a successful relaunch of Masters of the Universe toys, but the game attached to the toy line stands a good chance of maximum crapticity. *He-Man* may be early yet, but what we played—Prince Adam's beefcake alter ego navigating jumping puzzles through a rejected *Half-Life* level—doesn't inspire much confidence. It might be kinda cool to ride around on Battle Cat and to finally fight that chuckling skullhead Skeletor, but for now, *He-Man* looks like an uninspired beat-em-up with some lackluster platforming elements. Hopefully, TDK can harness the power of Grayskull to turn this one around.



TRANSFORMERS ARMADA: PRELUDE TO ENERGON

Alas, this isn't based on old-school Generation One Transformers (Takara, creator of the original G1 Transformers, is doing its own *Transformers* game, but it's a Japan-only release). Instead, it's based on the current *Transformers Armada* toy line. So yes, even those stupid Pokémo...er, Mini-Cons are in the game. Still, the epic battle between Optimus Prime and Megatron remains the focus, and what we've seen actually looks fun: some terrific transforming topped off by robot shooting and smashing. And to be honest, it's kinda cute when a Mini-Con guns alongside such heavies as Optimus Prime. (Did we just associate cute with Transformers? Is that right?)



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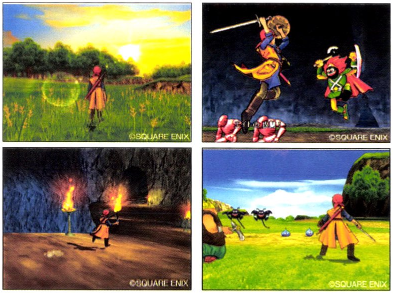
"Oh! Cloud! Your hair looks like a chocobo!"

DIE, BEE-YOTCH! DIE!!
Ooh, I'm just an innocent flower girl. Love me. Pity me. But please don't stab me in the back like an animal. Gah! ARRRGH!

SQUENIX SURPRISE

Quit yer griping, already...Final Fantasy VII-2 is finally a reality!

This year's Tokyo Game Show, to be held from Sept. 26 through Sept. 28, will not only be the biggest in the event's history due to the record number of companies attending, but also could very well be one of the most memorable, thanks in large part to Square Enix. The company is reportedly showing a number of key, previously announced games, including *Dragon Quest VIII*, *Final Fantasy XII*, *Kingdom Hearts 2*, and several new *Front Mission* games. But perhaps the biggest game in the lineup will be *Final Fantasy VII-2*, which comes as a surprise after Square's repeated denial of the project. For up-to-the-minute reports on these and other games from TGS, be sure to check out www.playstationmagazine.com. And tune in next month for a massive blowout from the show floor!



What's this? The next *Dark Cloud*? Not by a long shot. This is the new, improved *Dragon Warrior VIII* from the almighty Square Enix. Check out this sampling of new screens posted on developer Level-5's website. Want to see more? Then head to www.level5.co.jp for a hefty helping of happy screenshots.

3DO Bidding War Ends—Almost

Namco, Eidos, and other companies all fought for 3DO's gaming properties, but here's a look at which companies came out on top, how the new games will fit into their lineups, and which assets are still up for grabs.

WHAT?	**High Heat Baseball**	**Street Racing Syndicate**	**Might and Magic**	**Army Men**	**Jacked**
WHO?	**MICROSOFT**	**NAMCO**	**UBISOFT**	**EIDOS, TURBINE ENT.**	**JOWOOD**
PRICE?	It's a secret!	$1.5 million	$1.3 million	Not officially purchased	Not officially purchased
WHY?	Forget about ever seeing another *High Heat* baseball game on PS2. Microsoft has snagged the baseball series, and it will undoubtedly use the brand to replace its current series for Xbox.	With *R: Racing Evolution* taking on more *Gran Turismo*– like simulation aspects, Namco needs an arcade racer to fill the void until the next *Ridge Racer* comes out. Eutechnyx's arcade-style street racer could fit the bill.	Though the PS2 *Might and Magic* games aren't all that popular, the brand remains a solid one in the eyes of the PC gaming community. Whether Ubisoft plans to continue making *Might and Magic* games for PS2 or for future Sony consoles remains to be seen.	*Army Men* has yet to be officially claimed, but reports suggest that Eidos has come out on top. Whether you love it or hate it, the *Army Men* franchise presents a number of creative opportunities. If Eidos can turn the series around, it may prove to be one of its more valuable properties.	JoWood, which typically publishes PC games, was the only company bidding for *Jacked*, the game that mixes motorcycle racing with combat—a formula that worked well for EA's *Road Rash* series. JoWood might view the property as a chance to break into console-game publishing.

Nobody Loves You

Several 3DO properties have yet to receive a bid from any publishers. Among them are the gothic action game *Four Horsemen of the Apocalypse*, *Cubix*, *Jonny Moseley*, and *World Destruction*. While this doesn't mean these properties will drop off the face of the earth, it certainly doesn't bode well for their futures.

DATA STREAM

More Wild ARMs

In addition to the remake of the original game, Sony has revealed a sequel in the *Wild Arms* series, called *Wild Arms Another Code: F*. The game will feature new characters and battle mechanics.

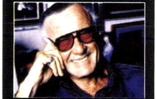
Take TDK

Take-Two Interactive has announced that it will be purchasing TDK Mediactive. TDK will hand over all of its North American publishing licenses, including Robotech.

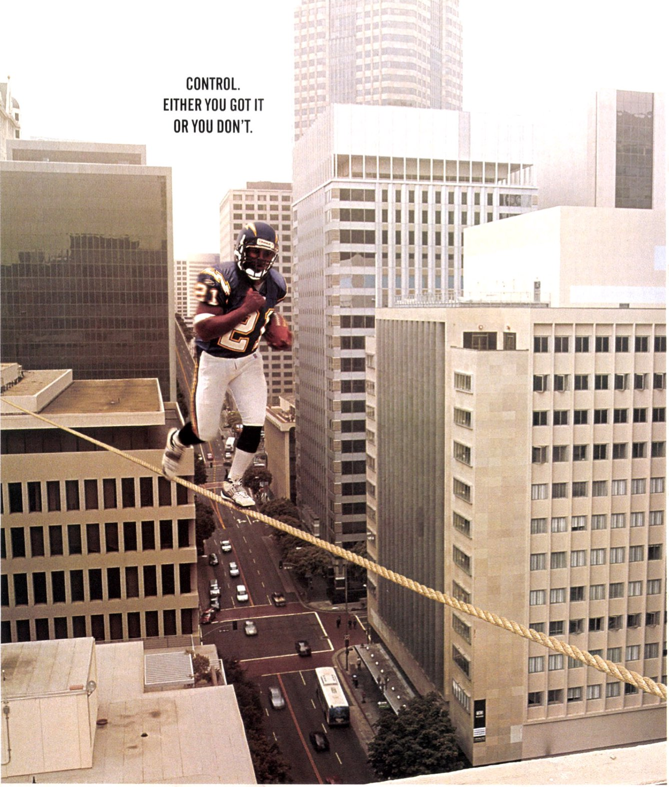
Play PS1 on PS3

In an interview with the Japanese press, Sony's Ken Kuturagi announced that Sony's next console will be able to play both PS1 and PS2 games by using emulation techniques.

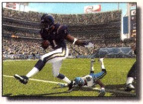
Lee to the Rescue

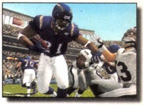


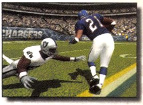
Comic-book writer Stan Lee has signed with Activision and will be directly involved in the design process for games based on Marvel Comics properties, such as Spider-Man, X-Men, The Fantastic Four, and Iron Man.

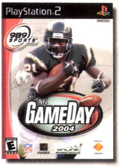


NFL GAMEDAY 2004









With pressure-sensitive controls, you can do it all. Stop on a dime or turn on the jets. Juke lightly or fake a defender out of his pants. Drop the hammer or hit like a water boy. Play on your own or see what you're made of online. So, what's it going to be?

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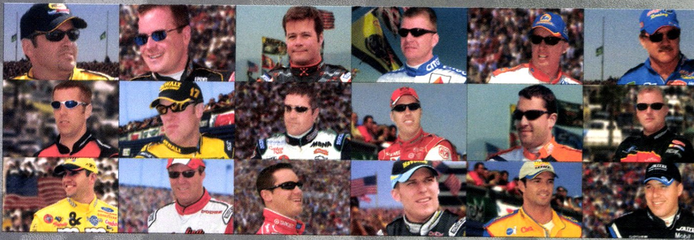

AOL keyword: NASCAR Thunder 2004

EVERYONE E CONTENT RATED BY ESRB

PC CD-ROM SOFTWARE

PlayStation 2

ONLINE BROADBAND AND DIAL-UP

XBOX

NASCAR

*Online and Multiplayer game play available for the PlayStation®2 computer entertainment system and PC only. INTERNET CONNECTIVITY required. PlayStation 2 console online play requires Internet connection and Network Adaptor for PlayStation 2 (sold separately). All features not available on all platforms. See back of game pack for details. For EA SPORTS™ Talk, USB headset and broadband connection required.

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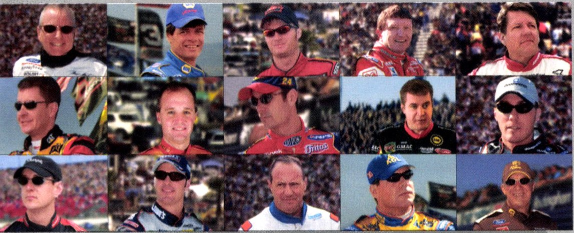

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Do right by your teammates and they'll help you out. Do wrong and they'll help you into a DNF.

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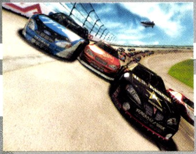

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Mild Language
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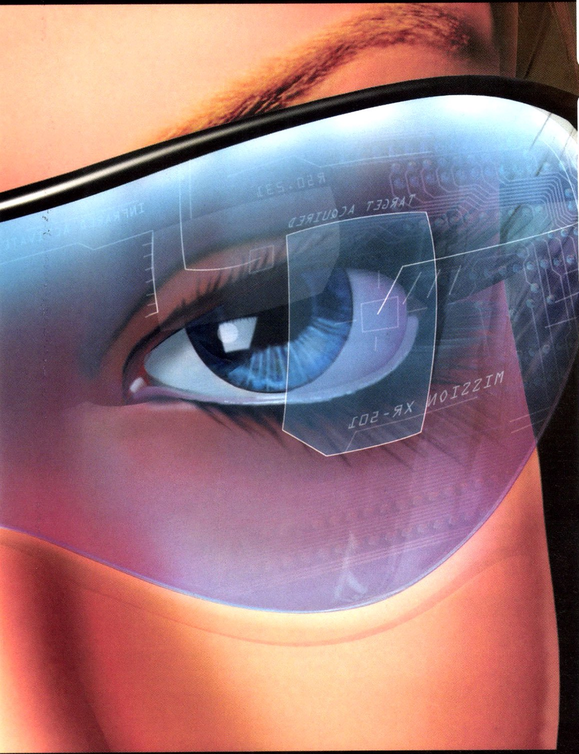
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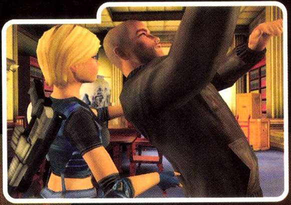

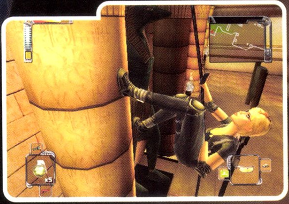

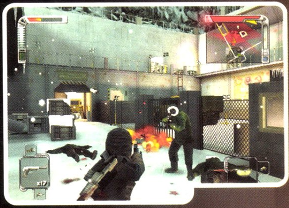

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THE LIST

The 11 coolest things we could find this month

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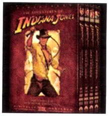
HOLD POWER
CAPTURE
REC

HOT DVD

INDIANA JONES BOXED SET



It took George Lucas long enough to release Indy on DVD, but this boxed set is packed with extras. Now perhaps he'll hurry up and bring us the original *Star Wars* trilogy.

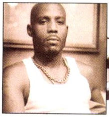
COOL WATCH

FOSSIL FX SERIES

In a spectacular feat of engineering, Fossil has crammed the computing power of a Palm PDA into its stylish watches (available in casual, sport, and dress designs), with prices starting at just $275. Our choice: the FX2004 casual with its industrial-looking stainless-steel casing and rugged leather strap.

ANGRY TUNES

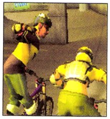
DMX: GRAND CHAMP



East Coast rapper (and star of EA Big's *Def Jam: Vendetta*) DMX returns with more of his trademark ferocious rhymes on a new album that features the hit "Where the Hood At."

OVERLOOKED GAME

DOWNHILL DOMINATION



Developed by the guys who brought us *War of the Monsters* and *Twisted Metal: Black*, this mountain-bike racer feels a lot like *SSX* on wheels. We gave it four stars a few issues ago, and of all the games on sale right now, it's one of the most criminally overlooked.

AWESOME GADGET

DATEL XPORT

Store your saved games on a PC. Remember the DexDrive on PS1? This thing is very similar. It makes it possible to e-mail your save files, and you can also archive all those *FFX* saves you don't want to overwrite.

WEIRD TREND

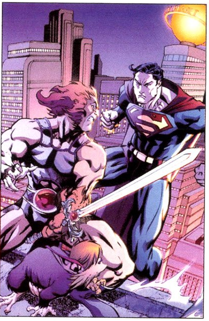
FLASH MOB

A group of people arrives at a predetermined location, performs a prearranged activity (e.g., clapping for 10 minutes), and then quietly disperses. Don't believe us? Google it.

OBJECT OF DESIRE

SONY CLIE UX50

OK, it's a penny shy of $700, but it's a pretty incredible little device. Sony's calling it the Personal Entertainment Communicator, and rightly so, as it seems to do everything. You can open the clamshell device like a mini laptop or twist the screen around and close the thing like a normal Palm. It has Bluetooth connectivity for synching with your PC, Wi-Fi for wireless networking, a digital camera, a fabulous color screen, an MP3 player, and a voice recorder. It will even record and play digital video. Why is it here? 1) It's cool, 2) it's a hint at the scale and possible design of the PSP.



NOSTALGIA OVERLOAD

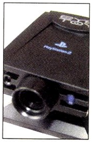
SUPERMAN/THUNDERCATS

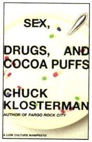
A comic that answers the rarely asked question: Can Superman withstand a blow from the Eye of Thundera? Clocking in at a hefty 48 pages, *Superman/Thundercats* will prove itself to be the greatest confluence of '80s nostalgia and comic-book geekdom. Get ready to shout "Thundercats, HO!" come November.

CLEVEREST TOY

EYE TOY

We've reviewed it elsewhere this month, but it's worth mentioning again. Sony's Eye Toy may well be something that completely changes videogames forever. It could also be a silly gimmick that everyone hates, but based on the consumer response in Europe, that seems unlikely. Early Eye Toy releases are simple parlor games, but there are rumors of some advanced features coming in the future, including video chat in games.





AWESOME READ

SEX, DRUGS AND COCOA PUFFS: A LOW CULTURE MANIFESTO

Chuck Klosterman's series of essays aims squarely at Gen-X and the tiny details all of us in that age group remember. Everything from the use of "air quotes" (wiggle your fingers when you say that) to Billy Joel and *Saved By The Bell* is run through the wringer, and his essays are peppered with pop-culture references that many of us have forgotten. Worth a chuckle and a brief wander down memory lane. You remember how to read a book, don't you?

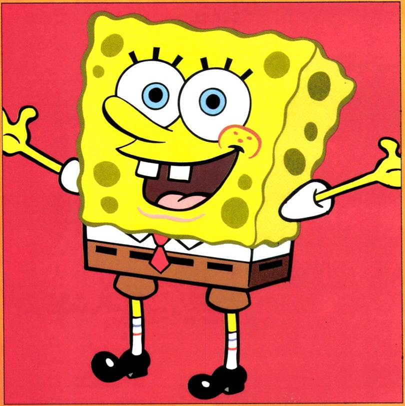
CAUSE OF THE MONTH

SAVE THE MANATEE CLUB

For a mere $25 you get an annual membership, including an adoption certificate, photo, and biography of your very own sea cow. What more could you possibly want? Nothing, that's what.

www.savethemanatee.org

WHO MAKES A BETTER HERO?
SPONGEBOB OR A GUY NAMED BOB?



"I have square pants!"

"I'm not wearing pants."

Soak up the new SpongeBob video game this Fall.

NICKELODEON
SpongeBob SquarePants™
Battle for Bikini Bottom

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Comic Mischief
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CHEAP BASTARD ALERT!
Most home-theater kits lack the optical digital cable you need for true 5.1 Dolby Digital surround sound. Don't waste a ton of cash—you can get one for about $10.

THE GAME PAD

Calling the audible

Listen up, genius. You obviously own a PS2, and we're going to take a big leap here and assume you have a half-decent TV. But have you turned a deaf ear to the amazing 5.1 surround sound your console is capable of? Do you even know what the hell we're talking about? If you answered "yes" and then "no," don't sweat it. We're going to break this down for you nice and easy—and even help you with some key things to look for. This way, you can finally tell when the freckle-faced freaks at the electronics store are full of it.

–Darren Gladstone

FOR THE LAZY BUT POWER HUNGRY...

You've got a pocket full of cash but the patience of Mike Tyson. Well, with a home-theater-in-a-box kit, you'll get choice surround sound and be done with the setup in the time it takes to watch an in-game cut-scene. It's so easy to put these things together, a chimp could do it: Open box, take stuff out, plug into TV, eat a banana, done.

Here's where you've got to be careful, though: Many of the budget-friendly box kits under $500 come with a DVD player built in and a digital optical *output*, but no *input* (which is the reason you'd want the damn thing in the first place!). Personally, we've always been a fan of Pioneer's HTIB kits; they generally sound as good as they look. Check out the **HTZ-430DV** (www.pioneerelectronics.com, $475) because it not only sounds swell and looks sweet, but it also has those all-important optical inputs.

Some kits, like **Kenwood's HTB-506** (www.kenwoodusa.com, $500), assume you already have everything you need on the video side (i.e., the DVD player isn't in this kit). But when it comes to audio, you're getting all the bells and whistles. Dolby Digital, DTS, and Dolby Pro Logic II surround-sound decoders along with a digital optical input complement some solid 6.1 audio performance. Or, if you're wavering on whether to get incredible performance out of your PS2 or out of your PC, why not get it for both? **Logitech's Z-680** (www.logitech.com, $400) speakers offer outstanding performance for a reasonable price.

Logitech Z-680

Clish MacLaver's

GOSSIP GOSSIP

All the muck that's fit to rake

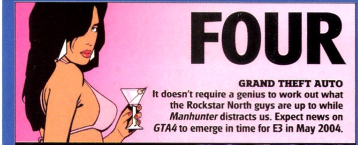
This month, a lot of the gossip has been about a single subject...

WHEN IS PS3 COMING?

The smart money is on a November 2005 release date. Although Sony is frequently bullish about not yet "needing" another system because the PS2 is doing so well, we do know that things are coming together quickly for the next-generation box. First, the CPU (the much-discussed "Cell" chip that has appeared in news reports all over the place) is fired up and ready to go, and Sony could start manufacturing the chip any day now, if it wanted to. There's also been a lot of speculation about the graphics processor for PS3, with Nvidia recovering from its slap from Microsoft (which named ATI as the graphics-processor provider of choice for the next Xbox) by claiming it was in talks with Sony. My sources claim that such a partnership is unlikely and that Sony itself will develop the third "Graphics Synthesizer" based on Cell technology, but Nvidia's statements are further proof that there's a lot of activity around the new PlayStation.

We've heard that a number of big publishers and developers are already putting together PS3 projects in anticipation of a two-year lead time. I've heard of a number of people who have been put into producer and executive producer roles on games for the new system, and they're working with specifications for the new box that are probably 90 percent accurate.

So with all this information, why is Sony so cagey about the existence of the PS3? In a word, confidence. PSX is supposed to keep things fresh on the hardware front (I dunno about you, but I really want one), and Sony knows better than anyone that the PS2 is just hitting its stride. Hardware sales aren't slowing down, and the games are only now starting to push the system the way Ken Kuturagi told us they would three years ago. Games like *Prince of Persia*, *Killzone*, and *Gran Turismo 4* are some of the first titles that achieve the original vision of the hardware's capabilities. Shouting about a new, more powerful machine would only detract from these achievements and make you think twice about buying an "old" system.



FOUR

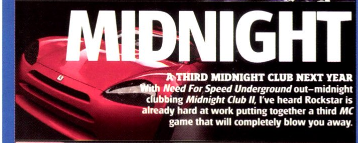
GRAND THEFT AUTO

It doesn't require a genius to work out what the Rockstar North guys are up to while *Manhunter* distracts us. Expect news on *GTA4* to emerge in time for E3 in May 2004.

VIEWTIFUL

WHAT DOES THAT MEAN, ANYWAY?

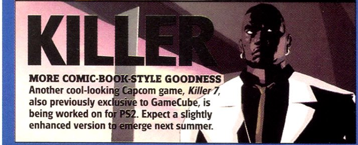
Capcom is likely to port the previously GameCube-exclusive *Viewtiful Joe* to PS2 next year, in order to recoup some of its cost (no one's buying the game, despite its being awesome).



MIDNIGHT

A THIRD MIDNIGHT CLUB NEXT YEAR

With *Need For Speed Underground* out–midnight clubbing *Midnight Club II*, I've heard Rockstar is already hard at work putting together a third *MC* game that will completely blow you away.



KILLER

MORE COMIC-BOOK-STYLE GOODNESS

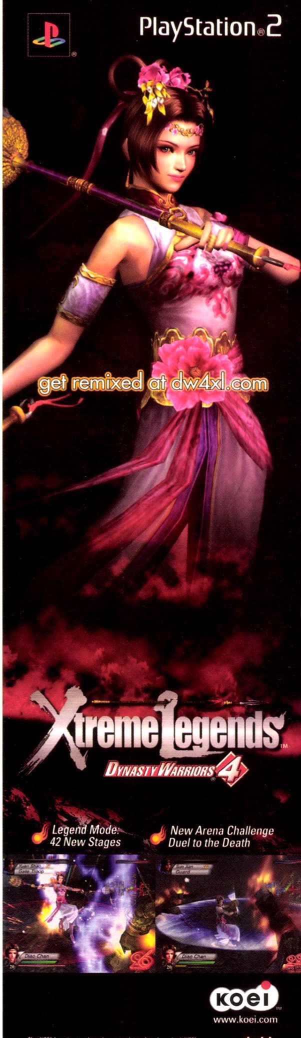
Another cool-looking Capcom game, *Killer 7*, also previously exclusive to GameCube, is being worked on for PS2. Expect a slightly enhanced version to emerge next summer.

E-MAIL ME!

Got some good gaming gossip? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

Illustration by Greg White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HUMBLE BEGINNINGS
Hugo Weaving (aka Agent Smith) was the voice of Rex the Male Sheepdog in the *Babe* movies.

DVD REVIEWS

By John Scalzi

THE MATRIX RELOADED

(Keanu Reeves, Laurence Fishburne)

These things we knew (or should have known) going into *The Matrix Reloaded*: One, it's a middle film, which means it's less likely to make sense on its own. Two, there's no way it could be as fresh and exciting as the original *Matrix*. Three, *Matrix* geeks would inevitably be disappointed because, ultimately, it's just a film, not a real-life philosophy. Knowing these things, what was the appropriate way to approach *The Matrix Reloaded*? Show up for the art direction and fight scenes and hope the Wachowski brothers' attempts at deepness didn't get goofy—and if they did, suspend complete judgment until *Matrix Revolutions*.

On those terms, *Reloaded* works perfectly well. It slogs in places—particularly in Zion and when it tries to think too hard. But the action scenes are still very cool, especially the freeway scene (it's fashionable to slog the "Burly Brawl" for looking too computer-animated, but I find this amusing, considering what the Matrix is supposed to be). And academic geeks will be parsing the scene between Neo and the Architect for years to come. *Reloaded* did what I wanted it to do: It gave me lots of stuff to occupy my brain for the six months until *Revolutions* shows up. If you're looking for the movie to tell you how to live your life, of course you're disappointed. But if you're just looking for a cool flick with a bit of depth, it's hard to complain.

MATRIX RELOADED

The DVD has making-of stuff, including a separate feature on the freeway scene, plus some somewhat commercial bits on the *Enter the Matrix* videogame, the *Animatrix* DVD, and various advertising campaigns. No doubt they're saving the really cool bits for a boxed set to be released in the future.

Movie Score: ✪✪✪✪
DVD Extras Score: ✪✪✪◖

UPCOMING DVD RELEASES

October 7, 2003
A Christmas Story: SE
Hollywood Homicide
The Lion King: Platinum SE
National Lampoon's Christmas Vacation
The Office: Season 1
Star Trek DS9: Season 5
Willard

October 14, 2003
Bad Company
Black Sunday
The Matrix Reloaded
Wrong Turn
Xmas With The Simpsons

October 21, 2003
The Adventures of Indiana Jones
Battlestar Galactica: The Complete Epic Series
Charlie's Angels: Full Throttle
Dark Angel: Season 2
Dragonslayer
The Italian Job
Taken

October 28, 2003
House of Fools
Looney Tunes: The Golden Collection

THE ADVENTURES OF INDIANA JONES BOX SET

(Harrison Ford, Denholm Elliott)

The Indiana Jones movies are restored and on DVD. Let's review: *Raiders of the Lost Ark*—best adventure movie of the last quarter century. *Indiana Jones and the Temple of Doom*—staggeringly bad and cruel, and gets worse every time you see it. *Indiana Jones and the Last Crusade*—silly but a whole lot of fun. The set ships with a fourth DVD filled with extra bits from all three movies, plus extensive documentaries on the technical aspects of the films and a link to online content. But there's no Spielberg commentary, which stinks. On balance, however, it's an essential DVD collection, even though I'll be ignoring *Temple of Doom* from now till the end of time.

Movie Score: ✪✪✪✪✪
DVD Extras Score: ✪✪✪✪

CHARLIE'S ANGELS: FULL THROTTLE

(Cameron Diaz, Drew Barrymore)

DID YOU KNOW?
Sean Connery, who plays Indiana Jones' father in *Indiana Jones and the Last Crusade*, is only 12 years older than Harrison Ford.

You've seen the first one, right? Well, then you've seen this one, too. The only real difference is that in addition to Cameron Diaz, Drew Barrymore, and Lucy Liu jiggling while things are exploding around them, you've now got Demi Moore (still WAY hot) jiggling along with them—or against them, if you want to be technical (and prurient) about it. I thought the first film was mindless and obnoxious, so you can guess how I feel about this one. But don't let me stop you from getting your jiggle on. Extras are nice, including multiple commentaries, a trivia track, lots of making-of materials, and a video by Pink.

Movie Score: ★★
DVD Extras Score: ★★★½

HOLLYWOOD HOMICIDE

(Harrison Ford, Josh Hartnett)

Hollywood's a place where everybody is something other than what they seem, so it's perfectly natural that the cops here (Harrison Ford and Josh Hartnett) are also a real estate broker and a yoga instructor/actor, respectively. Just go with it, it's OK. This action flick's plot is pretty standard, but the script is by director Ron Shelton, who does dialogue better than just about anyone (he did *Bull Durham*), and Ford and Hartnett do more with it than you might expect—Ford in particular is mellowing well. The DVD includes a commentary from Shelton.
Movie Score: ★★★½
DVD Extras Score: ★★½

HULK

(Eric Bana, Jennifer Connelly)

Ang Lee is smarter than the average director, and that's part of *Hulk's* problem—the flick is a meditation on family relationships and internal personal struggles when what people really want to see is Hulk Smash Puny Humans!!! And while there's a nice chunk of that, you have to fiddle with the rest of the film to get there. I think *Hulk* will age smartly—what Lee was going for is better suited to multiple viewings—but the "Hulk Smash" contingent will always see this as a missed opportunity. DVD extras: Lee's commentary, deleted scenes, making-of features, and a "Hulk Cam" option that lets you access background material.
Movie Score: ★★★½
DVD Extras Score: ★★★½

THE ITALIAN JOB

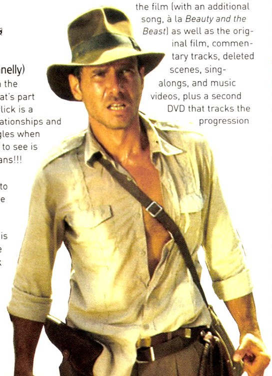
(Mark Wahlberg, Edward Norton)

A gang steals a bunch of gold in Venice—and then has to steal it again in Los Angeles. Apparently, it's hard to keep stuff stolen. A vague remake of a 1969 film, *The Italian Job* was a surprise summer hit, probably because it knows it's supposed to be light, fun, and fast-moving, and it doesn't deviate from that goal. It has a swell cast: Mark Wahlberg, Seth Green, Charlize Theron, and Edward Norton (who apparently had to be sued to show up), and they do things with Mini Coopers that you really shouldn't try. DVD extras include deleted scenes and a gag reel, and you can buy this DVD singly or as a set with the 1969 original.
Movie Score: ★★★
DVD Extras Score: ★★½

THE LION KING (SPECIAL PLATINUM EDITION)

(Matthew Broderick, Nathan Lane)

This film was created at the height of the most recent golden age of Disney animation, which, alas, appears to be crashing and burning. *The Lion King* shows what Disney did right: This is an epic story of murder, revenge, and kingdoms, craftily disguised as a cuddly film about animals. The artistic design is brilliant and stretches to accompany everything from low humor to sinister high art (the echoes of Leni Riefenstahl are a nice, nasty touch), and Jeremy Irons and animator Andreas Deja turn in one of the great animated performances with Scar, the vain usurper. Even the music is tolerable. This DVD package provides a special edition of the film (with an additional song, à la *Beauty and the Beast*) as well as the original film, commentary tracks, deleted scenes, sing-alongs, and music videos, plus a second DVD that tracks the progression of the material through production, including the hit stage version. Get it. Who knows if Disney animation will ever be this good again.
Movie Score: ★★★★★
DVD Extras Score: ★★★★



LOONEY TUNES GOLDEN COLLECTION

(Mel Blanc, Chuck Jones)

This collecttion has 56 Looney Tunes, and, really, that's all you need to say. But let me go on. Included are some of the greatest six- to seven-minute cartoons ever produced: "Rabbit of Seville," "Duck Dodgers in the 24 1/2 Century," "Feed the Kitty," and "Fast and Furry-ous" to name just a few. All were created by director Chuck Jones, writer Michael Maltese, and (of course) vocal whiz Mel Blanc, arguably the greatest comic combination of the 20th century. Go ahead. DARE to disagree with me. The collection isn't definitive (it doesn't have "What's Opera Doc" or the "Hunter's Trilogy"), but that's no reason not to get it. Right now. The DVD includes commentaries and documentaries.
Movie Score: ★★★★½
DVD Extras Score: ★★★

28 DAYS LATER

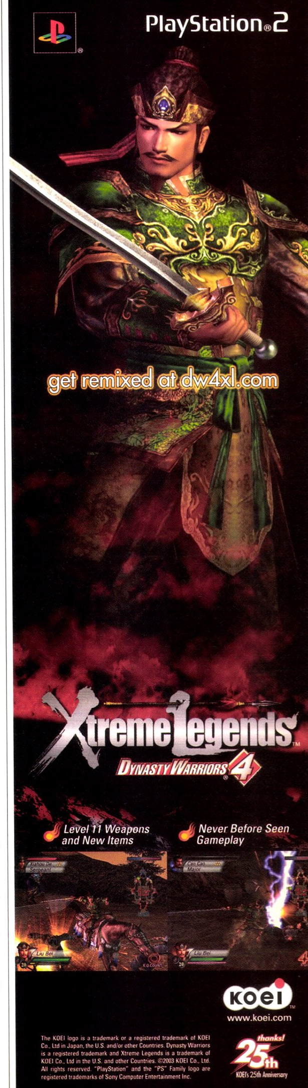
(Cillian Murphy, Naomie Harris)

Don't you hate it when you go to sleep and when you wake up, the entire country is infected with a virus that turns people into murder-crazed zombies in 20 seconds flat? Yeah, I hate that, too. But I dig *28 Days Later*, which is the best zombie movie in years, specifically because the "zombies" are fast and angry and also because there's more going on than just killing the infected. It's all very creepy. The DVD comes with alternate endings, deleted scenes, story boards, commentary, a making-of feature, and a video by Jackknife Lee. Just in time for Halloween.
Movie Score: ★★★★
DVD Extras Score: ★★★½

WITCH HUNTER ROBIN: ARRIVAL

(Shukou Murase, Aya Yoshinaga)

Witches are on the loose in Japan, and they're not the cool, friendly Wiccans we all know and like. It's up to a secret cadre of witch hunters to track them down and keep them from getting out of hand. The newest group member is a 16-year-old firestarter with questionable aim and a chilly relationship with others on the team. The five anime episodes in this collection move slowly but are drenched in atmosphere down to the "many shades of gray" color scheme, and they aim for and sometimes hit that creepy vibe some *X-Files* episodes reach. Bonus features include textless opening and closings, and Japanese and English audio.
Movie Score: ★★★½
DVD Extras Score: ★★



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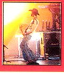
RISING STARS
After Foo Fighters left the stage at this Sony's E3 party this year, Kinky took over and brought the house down.



SOUND STATION

By John Scalzi

Starring SSX 3

Audio Bullys:
Ego War

I have to believe that of the musical influences Audio Bullys have—which range from rap to California ska—Big Audio Dynamite is in there somewhere. *Ego War* plays like a direct-line descendant of that group—the Cockney sneer of the lyrics and the playful pileup of funky horns and samples show that, like BAD, Audio Bullys have the good sense to steal from the best and smartly amp up the theft. "100 Million" is an early sparkler on the album, a dizzy low-class rant that's more fun that it should be, and the rest of the album stomps along nicely. Not earth-shattering, but mischievously good at what it does.

Final Score ★★★½

Kinky:
Kinky

This is a real genre-spanner of an album. You can hear '70s funk, mariachi, trip-hop, and house influences, often (indeed, usually) in the same track. "San Antonio," sums this up: It sounds like the theme song of a groovy blaxploitation flick with an overlay of house piano and a serpentine Spanish lyric line. It gets you coming and going, and that's most definitely a good thing. With the exception of the vaguely angry "Más," the music's mellow to midtempo—it's smooth, excellent cruising music. I'm going to play it for my Mexican mother-in-law and see what she thinks. I think she'll dig it in spite of herself.

Final Score ★★★★

K-Os:
Exit

K-Os makes rap with a soul and reggae flavor, which is good. But he also boasts the ragging egocentrism that's endemic to rap, which is bad. The opening track, "Fantastique," has K-Os getting a call from the world, begging him to save hip-hop...which (no offense, K-Os) he's not really up for. Better he should stick with tracks like "Call Me," which artfully slides between rap and soulful crooning and plays to K-Os' strengths: thoughtful (if overly philosophized) lyrics and rich beats on the slower side of things. K-Os won't save rap from itself—he'll just keep his part of it moving along. If you ask me, that's enough.

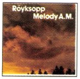
Final Score ★★★

Placebo:
Sleeping With Ghosts

This is what happens when androgynous freaks develop souls and regrets. The members of Placebo, previously content to glam about like mini-Bowies, must have gotten a good look at themselves in natural sunlight one morning and became deeply introspective about what they saw. Out of it comes *Sleeping With Ghosts*, which lays on the loud wall of sound but also includes ironic and strangely delicate meditations on relationships, life, and the decay that occurs in both—particularly in the mid-album trio of "This Picture," "Sleeping With Ghosts," and "The Bitter End." Depressing? A bit. Good? You bet.

Final Score ★★★★

Röyksopp:
Melody A.M.



Melody A.M. sounds something like what would have been produced if all those jazz vibraphone players of the '50s and '60s had been given samplers instead of mallets. The result is real *Jetsons/Space Age Bachelor Pad* music with a techno sheen. That's all right if you're just chilling out, but after a while, the disengagement this music encourages makes me want to slip into a coma—and the few exceptions to this rule ("Sparks," "Poor Leno") make me feel like I'm in some weird Scandinavian disco. That's a real creepy feeling, and not one I'd suggest experiencing repeatedly.

Final Score ★★½

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Violence

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TEEN
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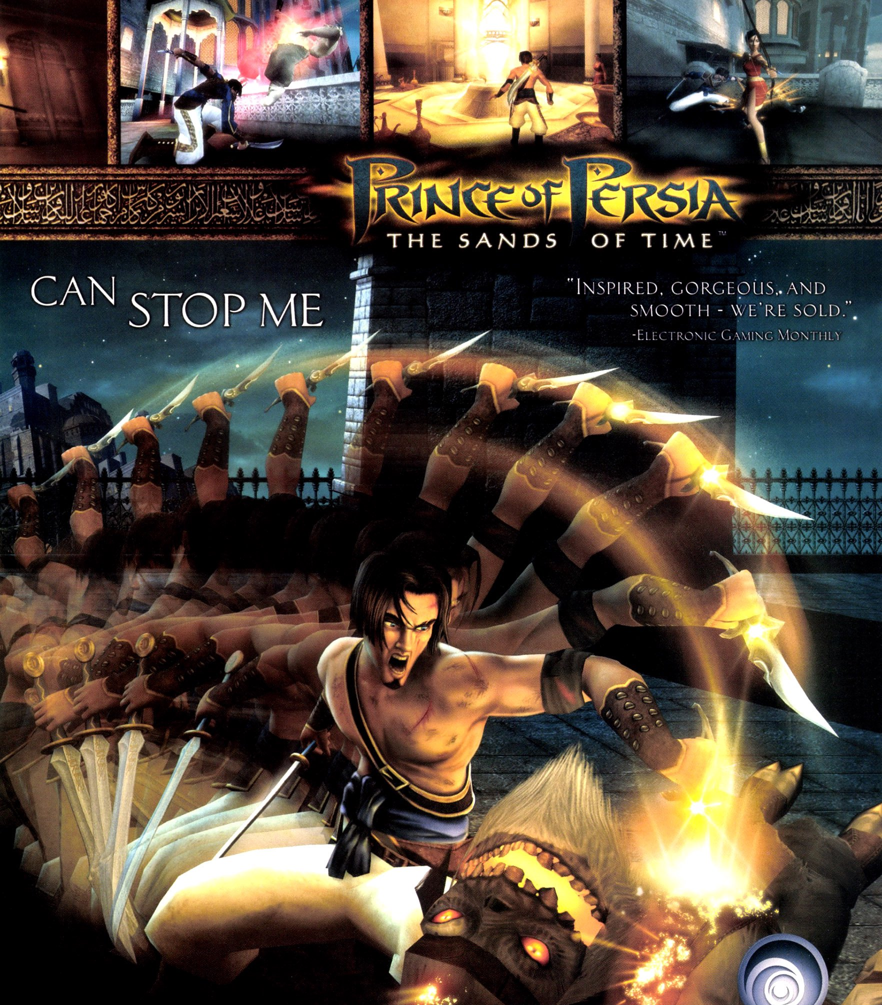
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Word of the month: Miyazakian

ANIME 101: SHOUJO
Literally "girl," Shoujo is the flowery, fine-lined style of anime and manga aimed at a female audience, such as *Utena, Fushigi Yuugi, Sailor Moon.*

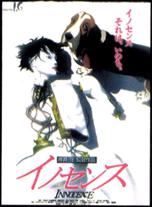
ANIMANIA!

By Dave Smith

F-Zero isn't just for GameCube anymore

DreamWorks Catches Ghost in the Shell

Following up on its imminent release of *Millennium Actress* in U.S. theaters, DreamWorks has picked up another hot anime film to bring Stateside. *Innocence Ghost in the Shell*, Mamoru Oshii's second movie based on the Masamune Shirow comic, is slated to hit the States next spring through DreamWorks' new Go Fish art-house distributor. DreamWorks isn't wasting any time bringing it over, either—it will arrive in America soon after its March release in Japanese theaters.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INNOCENCE

Falcon's Legend Continues

It may be based on a videogame for that quirky little purple console, but *OPM* readers should still be interested in the prospect of the upcoming *F-Zero* anime, which will hit the airwaves on Tokyo television for the fall season. *F-Zero Falcon Densetsu* will, of course, chronicle the adventures of Captain Falcon, among other legends of the F-Zero antigrav racing circuit, although the lead characters are original creations. Hardcore *F-Zero* fans should be stoked to see that the mustachioed Mr. EAD is slated to play a major role in the series.

Initial D Lives

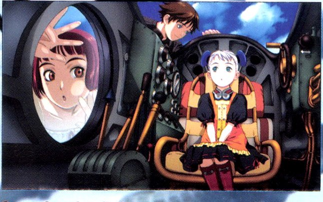
If you haven't had your fill of customized cars and painful Eurobeat, legendary Hong Kong action director Tsui Hark has a project you may be interested in. The director of *Once Upon a Time in China* and numerous other kung-fu classics is now reportedly addressing himself to a live-action *Initial D* production. Filming is apparently kicking off this fall, with Edison Chen (of Takashi Miike's *Dead or Alive 2*) in the lead role of Takumi Fujiwara.

They Were Eleven Re-released

The word from Otakon says that Central Park Media will reissue the movie *They Were Eleven* on DVD in 2004. The VHS and LD versions are long out of print, so newer fans of science fiction, classic shoujo, or both should have the DVD on their shopping lists. Ten prospective entrants to the Galactic University, all from different planets and species, are forced to survive for 53 days onboard a collapsing spacecraft. Complicating things, however, is an 11th crew member—and one of them might be a dangerous mole. The result is a complex, thoughtful suspense story with a great twist at the end. Plus, the finest food-fight scene in the history of the medium.

Heroic Legends, Meet Mobile Police

CPM is doing some other favors for old-school fans as it clears out its back catalog. The classic fantasy series *Heroic Legend of Arislan* is coming out soon in hefty, reasonably priced chunks. The first *Age of Heroes* set is due in November, packing four hours into a $50 package, and we'll also soon get a DVD version of the original *Patlabor* OVA series. All six episodes are coming on one DVD, with restored video and a commentary track on three episodes by Mamoru Oshii.



Gonzo Goes Into Exile

Earlier in the year, Pioneer picked up the rights to Studio Gonzo's new TV series *Last Exile*, and volume 1 is now on track for release toward the end of November. Even if you haven't thought much of Gonzo's other work, *Exile* may be worthy of a second look. It's a smart steampunk science-fiction series set in a world traversed by Miyazakian airships, and the character designs come courtesy of Range Murata, the excellent artist who made a name for himself in the videogame world with *Groove On Fight*, among other projects.

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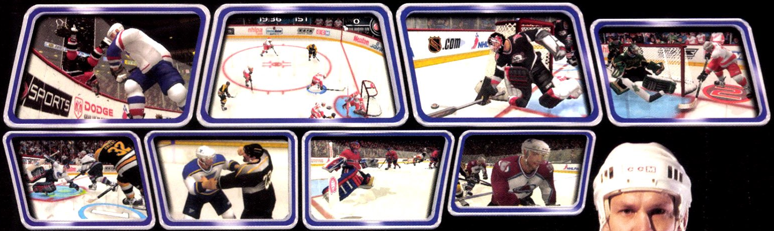

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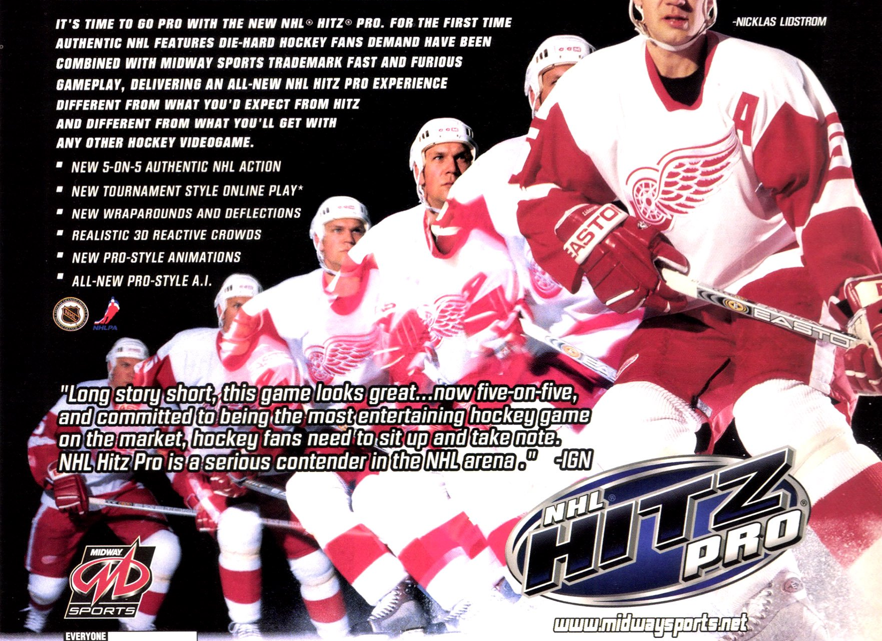

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PlayStation®2

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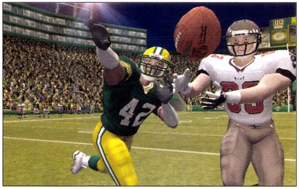
NAMCO MUSEUM VOL. 3
Why is it still such a hot seller? Check out this lineup: *Galaxian, Ms. Pac-Man, Pole Position II, Dig Dug*...and two crappy games.

BY THE NUMBERS

IN ASSOCIATION WITH EB GAMES electronics boutique

PS2 Top 20 Sales

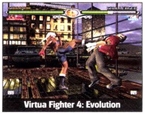
Did you know that *OPM*'s new guy, Giancarlo, once took our local public transportation wearing a full ninja outfit? Mask and all! Seriously! That guy rocks, huh? Yeah, we're a bit frightened, too....



Remember the XFL? Remember how big it was supposed to be? Let's all take a moment to laugh at other people's failures. Ready? Go! Ahahahahahhahahahaahahahaha!! Feels good, huh?

	Title/Publisher	Rating
1	**Madden NFL 2004** (EA Sports)	★★★★★
2	**Soul Calibur II** (Namco)	★★★★★
3	**Silent Hill 3** (Konami)	★★★★½
4	**Virtua Fighter 4: Evolution** (Sega)	★★★★★
5	**NCAA Football 2004** (EA Sports)	★★★★★
6	**Chaos Legion** (Capcom)	★★★½
7	**Grand Theft Auto: Vice City** (Rockstar)	★★★★★
8	**Disgaea: Hour of Darkness** (Atlus)	★★★★
9	**Splashdown: Rides Gone Wild** (THQ)	★★★★★
10	**Final Fantasy X** (Square Enix U.S.A.)	★★★★★
11	**Big Mutha Truckers** (THQ)	★★★
12	**Downhill Domination** (Sony CEA)	★★★★
13	**Midnight Club II** (Rockstar)	★★★★★
14	**Aliens vs. Predator: Extinction** (EA Games)	★★★½
15	**Romance of the Three Kingdoms VIII** (Koei)	★★★
16	**.hack//INFECTION** (Bandai)	★★★½
17	**NBA Street Vol. 2** (EA Big)	★★★★★
18	**Silent Line: Armored Core** (Agetec)	★★★½
19	**DDRMAX: Dance Dance Revolution** (Konami)	★★★★
20	**Grand Theft Auto III** (Rockstar)	★★★★★

Soul Calibur II



Virtua Fighter 4: Evolution

Disgaea: Hour of Darkness

Romance of the Three Kingdoms VIII

Source: EB Games, August 2003. Numbers reflect the sales at EB and its affiliated outlets, and don't include other retail outlets. That's probably why you'll never see *Deer Hunter* crack the top 10. Japan's top 10 and the top 10 rentals come from other sources. Game descriptions written by the *OPM* staff.

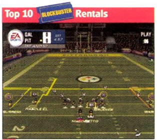
PS1 Top 10 Sales

1	**Madden NFL 2004**	EA
2	**Final Fantasy Origins**	Square
3	**DBZ: Ult. Battle 22**	Atari
4	**Beyblade**	Crave
5	**InuYasha**	Bandai
6	**DDR Konamix**	Konami
7	**Namco Museum Vol. 3**	Namco
8	**Final Fantasy Tactics**	Sony
9	**ATV Mania**	Gotham
10	**Bratz**	Ubi Soft

Japan's Top 10 PS2 Games

1	**Winning Eleven 7**	Konami
2	**Monster Rancher 4**	Tecmo
3	**Summon Night 3**	Banpresto
4	**MegaMan X7**	Capcom
5	**Mobile Suit Gundam Seed**	Bandai
6	**All-Star Wrestling 3**	Square Enix
7	**Space Invaders Anniv.**	Taito
8	**Guilty Gear XX Reload**	Sammy
9	**Ys I & II Eternal Story**	Digicube
10	**Earth Defense Army**	D3

Top 10 BLOCKBUSTER Rentals



1	**Madden NFL 2004 (PS2)**	EA
2	**Madden NFL 2004 (XB)**	EA
3	**Mario Golf (GC)**	Nintendo
4	**Star Wars: KOTOR (XB)**	LucasArts
5	**Midnight Club II (PS2)**	Rockstar
6	**NCAA Football 2004 (PS2)**	EA
7	**Ghost Recon: Thunder**	Ubi Soft
8	**Enter the Matrix (PS2)**	Atari
9	**Chaos Legion (PS2)**	Capcom
10	**Downhill Domination (PS2)**	Sony

SOURCE: BLOCKBUSTER, WEEK ENDING AUG. 24, 2003

Top 10 Sales, All Systems

1	**Madden NFL 2004 (PS2)**	EA
2	**Madden NFL 2004 (XB)**	EA
3	**Soul Calibur II (GC)**	Namco
4	**Soul Calibur II (XB)**	Namco
5	**Soul Calibur II (PS2)**	Namco
6	**Ghost Recon: Thunder**	Ubi Soft
7	**Silent Hill 3 (PS2)**	Konami
8	**Star Wars: KOTOR (XB)**	LucasArts
9	**F-Zero GX (GC)**	Nintendo
10	**Virtua Fighter 4 Evo. (PS2)**	Sega

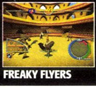
Trend Spotter: Gladiators

Can't get enough of those sandal-wearing, toga-clad warriors? Then turn to your PS2, which has recently seen a spate of this particular brand of beefy stud. Yep, it's a veritable trend.

GLADIUS

GLADIATOR

HE-MAN



FREAKY FLYERS

SOUL CALIBUR II

Quit Hogging the PS2!

Everyone's playing games, including—*gasp!*—hot chicks and old people.

50

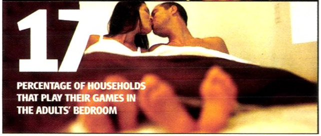
PERCENTAGE OF AMERICANS AGE SIX AND OLDER WHO PLAY COMPUTER AND VIDEOGAMES

29

AVERAGE AGE OF A GAME PLAYER

43

PERCENTAGE OF GAME PLAYERS WHO ARE WOMEN



17

PERCENTAGE OF HOUSEHOLDS THAT PLAY THEIR GAMES IN THE ADULTS' BEDROOM

SOURCE: ENTERTAINMENT SOFTWARE ASSOCIATION namco®

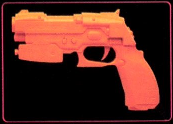
WWW.NAMCO.COM

TIME CRISIS® 3

TIME IS NOT ON YOUR SIDE

An innocent nation is facing annihilation. And time's moving faster than a 9mm slug. So grab your weapon of choice, line up the sights and keep your partner at your back. You're going to need all the firepower you can get.

timecrisis3.namco.com



Insanely fast duck and shoot GUNCON® 2 action.

New Weapon Select System lets you toggle between multiple weapons.

3 modes of play to keep the bullets flying long after the story's done.

TEEN T CONTENT RATED BY ESRB | Violence

GUNCON 2

PlayStation®2

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EVERYONE
E
CONTENT RATED BY
ESRB
Cartoon Violence
GAME BOY ADVANCE
PlayStation 2

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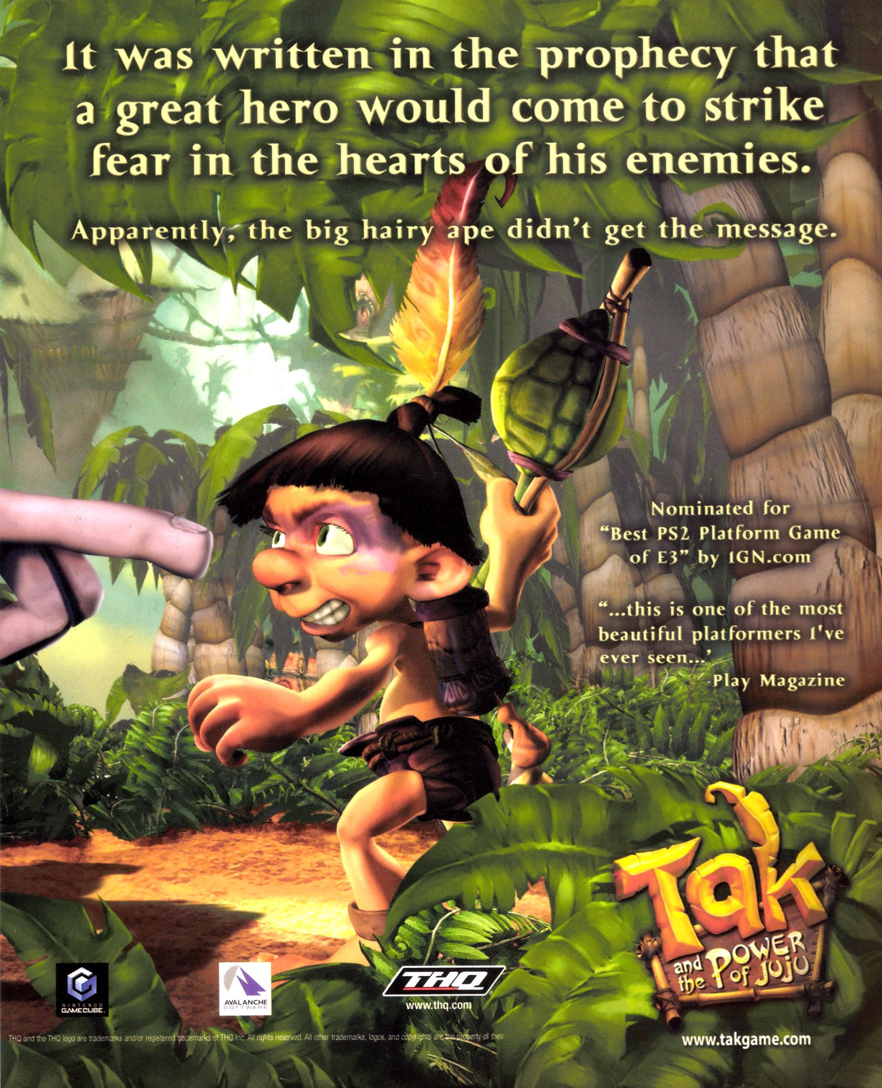

It was written in the prophecy that a great hero would come to strike fear in the hearts of his enemies.

Apparently, the big hairy ape didn't get the message.

Nominated for
"Best PS2 Platform Game
of E3" by IGN.com

"...this is one of the most beautiful platformers I've ever seen...'
-Play Magazine

Tak and the Power of Juju
NINTENDO GAMECUBE
AVALANCHE SOFTWARE
THQ

www.thq.com

www.takgame.com

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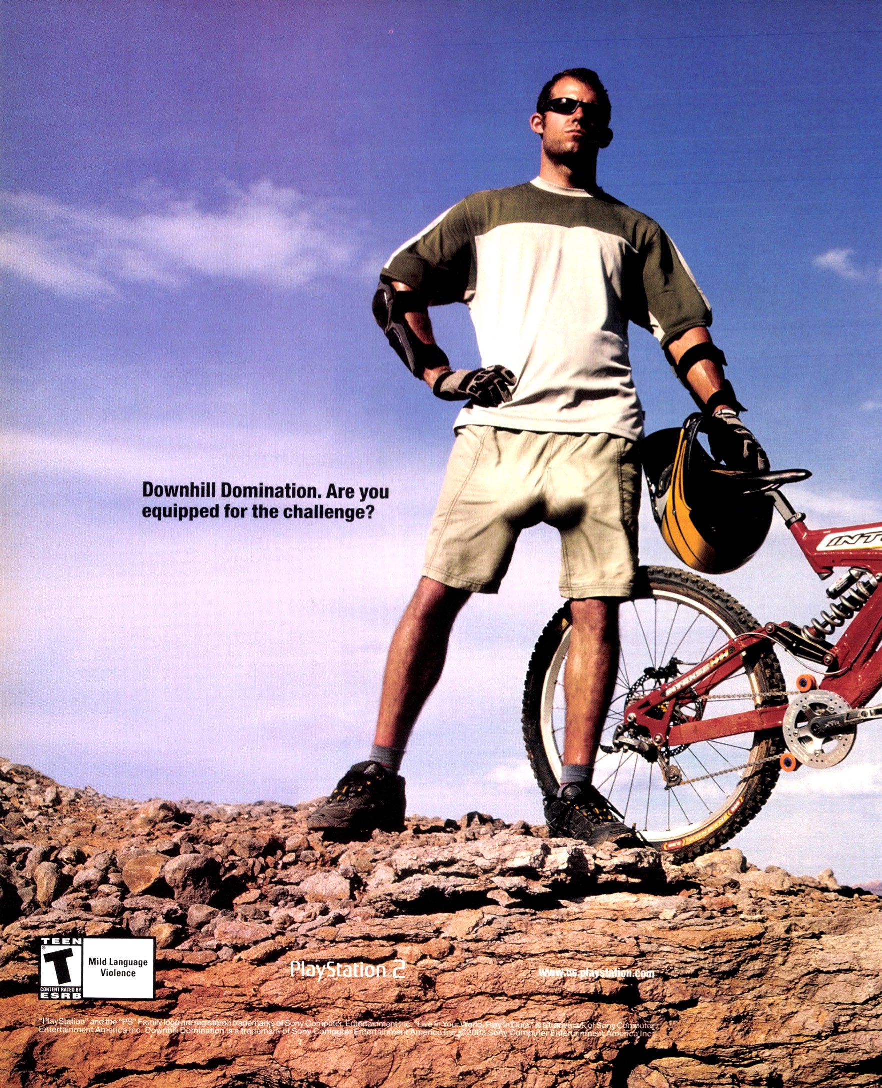
Downhill Domination. Are you equipped for the challenge?
TEEN
T
CONTENT RATED BY
ESRB
Mild Language
Violence
PlayStation 2
www.us.playstation.com

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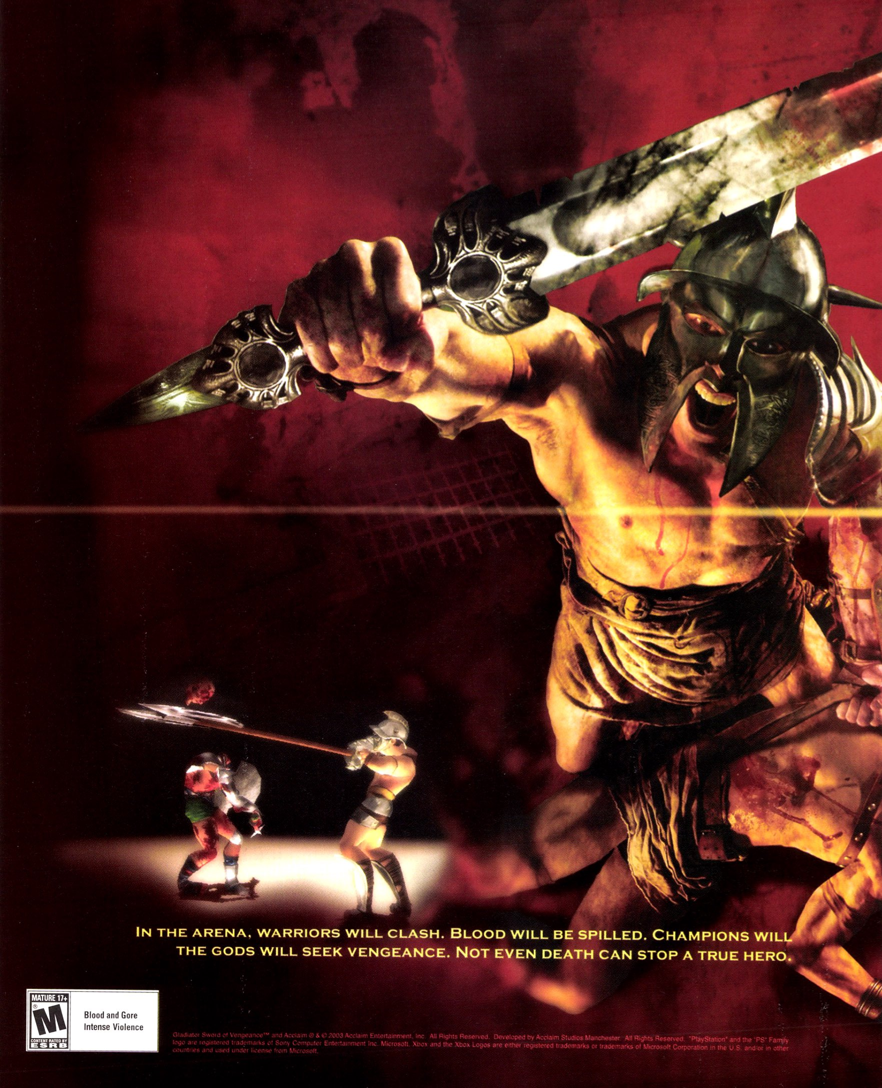
Downhill DOMINATION™

Sack up, gentlemen. The first downhill mountain bike racing game for PlayStation 2 is here. Introducing Downhill Domination,™ where to get to the top you have to get to the bottom first. That means bombing down wickedly steep mountains. Busting tricks off 100-foot cliffs. And brawling your way past opponents with a combat system that lets you punch, kick and even hurl water bottles. The prize? The latest high-tech bike parts and sponsorships from real-world manufacturers. And the most admired *cojones* on the mountain.


IN THE ARENA, WARRIORS WILL CLASH. BLOOD WILL BE SPILLED. CHAMPIONS WILL
THE GODS WILL SEEK VENGEANCE. NOT EVEN DEATH CAN STOP A TRUE HERO.

MATURE 17+
M
CONTENT RATED BY
ESRB
Blood and Gore
Intense Violence

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GLADIATOR
SWORD OF VENGEANCE

NOTHING LESS THAN TO THE DEATH

BE MADE. IN AN ANCIENT EMPIRE, EVIL WILL ALTER THE STRANDS OF FATE, AND FEATURING NEW AND EXCLUSIVE DEATH MOVES. THE END IS SEVERE.

WWW.ACCLAIM.COM/GLADIATOR

PC CD ROM

XBOX

PlayStation 2

Acclaim®
www.acclaim.com

PREVIEWS

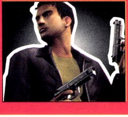
Thirty games
that won't
suck...probably.

FALL'S BIG

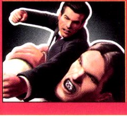
So, it's November soon. You know what that means. Games. Lots and lots of games. But which to play? On the following pages, check out the 30 we're most psyched about. Keep in mind, you won't see games here that we've highlighted elsewhere this issue. It's even possible some of these might ultimately suck. But we doubt it.

100
92
92
88
94
98
107
86
106
106
100
102
90
88
94
90
91
100
85
98
90
102
99
98
102
THOK!!
THOK!!
104
94
92

88
FISTS
Got Goten? You do in
Dragon Ball Z: Budokai 2



99
GUNS
Patrol Los Angeles in
True Crime: Streets of L.A.



100
GADGETS
When Bond fights Jaws it's
Everything or Nothing

SOCOM II
U.S. NAVY SEALS

Pack your bags, move to the city

Yeah, like we need to tell you why this is one of the most anticipated games of the year. Wait, we do? OK, sit down and pay attention.

First item: city levels. You work your way down claustrophobic streets, dodge into doorways, even hide in the beds of pickup trucks. The contrast between buildings and outdoor areas is made even more dramatic by an "iris effect," which gradually lightens the screen when you move from a light to a dark environment (and vice versa), mimicking your eyes' adjustment to light and darkness. This process dramatically improves the detail; just wait until you see the deserted factory or play hide the bullet in a sun-soaked Algerian city.

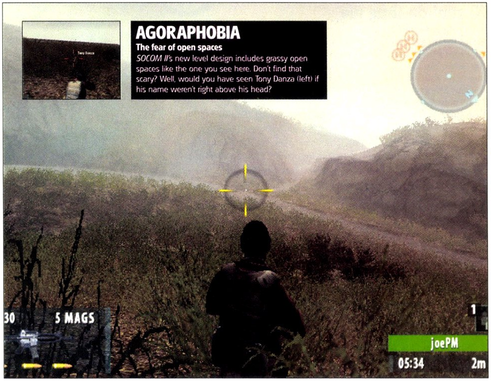
Second item: much more robust online support. This includes buddy lists, ignore lists, clan tags and rankings, in-depth statistics, and rank insignias (which can be used to form "newbie only" and "pro only" rooms). It also includes better voice quality, plus visual indicators of who's talking, and the ability to voice chat in the lobby before a game.

Third item: a vastly improved single-player experience, with more-lifelike A.I., a wider variety of mission objectives, and a lot more conversation (delivered by real voice actors, including Michael Clarke Duncan).

Items 4 through 25, inclusive: 12 new online maps, plus all 10 online maps from the original game remixed for your pleasure.

Basically, if you wanted it, you've got it in *SOCOM II*. What's not to love?

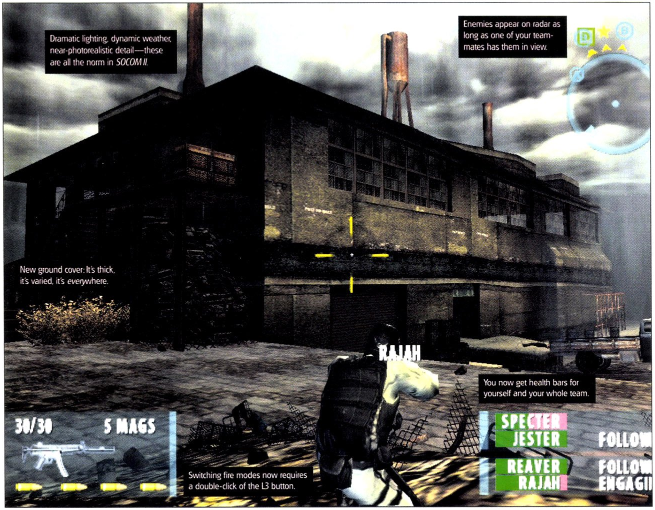
Publisher: Sony CEA **Developer:** Zipper **Release Date:** November



AGORAPHOBIA

The fear of open spaces

SOCOM II's new level design includes grassy open spaces like the one you see here. Don't find that scary? Well, would you have seen Tony Danza (left) if his name weren't right above his head?



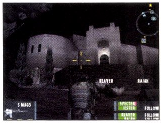
Dramatic lighting, dynamic weather, near-photorealistic detail—these are all the norm in *SOCOM II*.

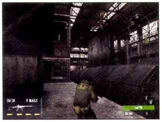
Enemies appear on radar as long as one of your teammates has them in view.

New ground cover: It's thick, it's varied, it's *everywhere*.

You now get health bars for yourself and your whole team.

Switching fire modes now requires a double-click of the L3 button.





OVERHEARD
"He wasn't as competitive at *Pac-Man* as he had been."
–Steve Hawk on brother Tony once he discovered skating

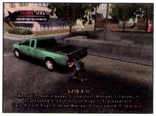
TONY HAWK'S UNDERGROUND

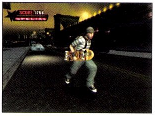
HANDS ON

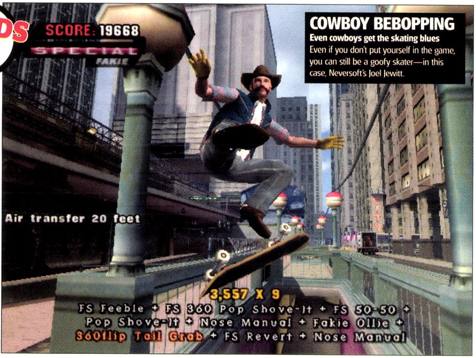
Skatin' da thug life

You could easily call this *Create Your Own Tony Hawk Sequel—THUG* offers the most customizability of any *Hawk* game yet. Besides making your own tricks, decks, and level objectives (all with easy-to-use editing tools), you can also customize your character to the point of making it *you*. Besides the novelty of putting yourself in the game, we think the new Story mode is also pretty darn slick. Skating around town, fulfilling objectives, and getting skaters like Arto Saari, Mike Vallely, Paul Rodriguez Jr., and even skater/director Stacy Peralta (*Dogtown & Z-Boys*) to notice you makes *THUG* feel more personable than just randomly doing tricks. Why play as Tony Hawk when you can work your own way up to being the best skater in the world? Virtually, that is.

Publisher: Activision **Developer:** Neversoft **Release Date:** Late October


SCORE 1285
SPECIAL
5,278 X 11

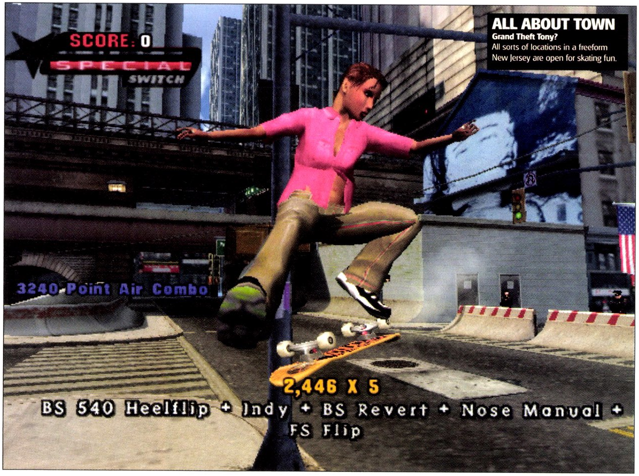

SCORE 1786
SPECIAL


SCORE: 19668
SPECIAL
FAKIE
Air transfer 20 feet
3,557 X 9
FS Feeble + FS 360 Pop Shove-It + FS 50-50 + Pop Shove-It + Nose Manual + Fakie Ollie + 360flip Tail Grab + FS Revert + Nose Manual

COWBOY BEBOPPING

Even cowboys get the skating blues

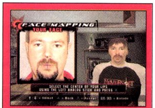
Even if you don't put yourself in the game, you can still be a goofy skater—in this case, Neversoft's Joel Jewitt.


SCORE: 0
SPECIAL
SWITCH
3240 Point Air Combo
2,446 X 5
BS 540 Heelflip + Indy + BS Revert + Nose Manual + FS Flip

ALL ABOUT TOWN

Grand Theft Tony?

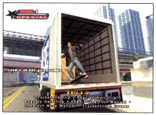
All sorts of locations in a freeform New Jersey are open for skating fun.

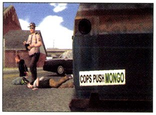

FACE MAPPING
YOUR FACE
SELECT THE CENTER OF YOUR LIPS USING THE LEFT ANALOG STICK AND PRESS X

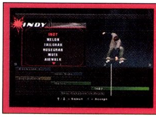
DIGITAL FACIAL

Make yourself a skating superstar

Just e-mail Neversoft your picture, then connect your PS2 to its online server and type in the given password. Pinpoint your eyes and mouth and—boom!—the game correctly maps the face onto the character.



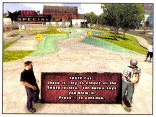

COPS PUSH MONGO


INDY
INDY
MELON
TAILGRAB
NOSEGRAB
MUTE
AIRWALK

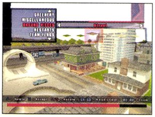
YOU SO TRICKY

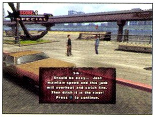
Make your own Scooter Special

The Create-A-Trick mode looks intimidating, but it's pretty easy. Basically, you select a move, tweak settings such as length or spin, then position the move on the time chart. Line everything up on the chart and you got a new trick.

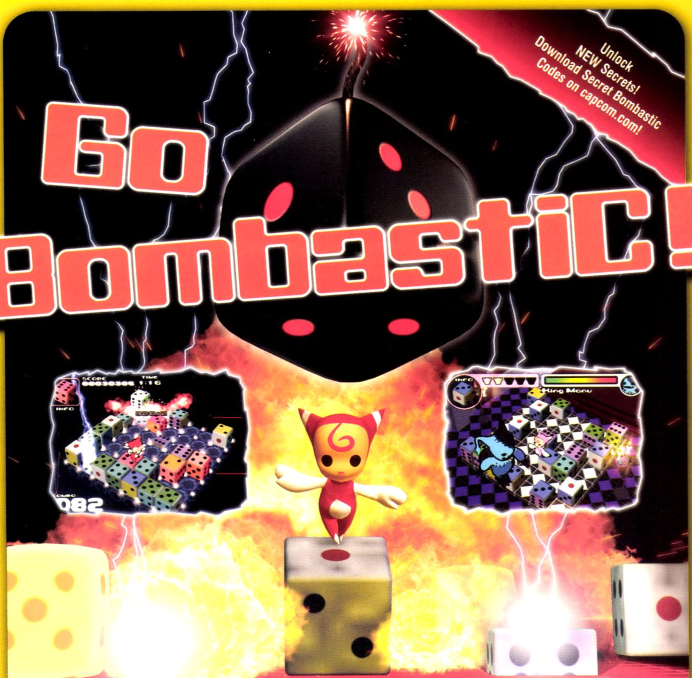

SCORE: 0
SPECIAL

SKATE Rat :
Check it....try to collect all the SKATE letters. Ten bucks says you blow it.
Press X to continue.


GREENERY
MISCELLANEOUS
GROUND PIECES
RESTARTS
TEAM FLAGS
Street


SCORE: 0
SPECIAL

Sik :
Should be easy... Just maintain speed and this junk will overheat and catch fire. Then ditch it in the river!
Press X to continue.


Go Bombastic!
Unlock NEW Secrets! Download Secret Bombastic Codes on capcom.com!
SCORE
TIME
1:16
INFO
082
INFO
King Manu

BOMBASTIC puts YOU in control of an ABSOLUTE minefield of EXPLOSIVE, moving dice. Roll the dice around the field to link them in like combinations. Once they connect, the dice are DETONATED and will EXPLODE. The ACTION gets HARDER and HARDER as you go along! So MANY ways to play! So little time! GET READY to go BOMBASTIC!

PlayStation 2
Bombastic
CAPCOM

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation®2

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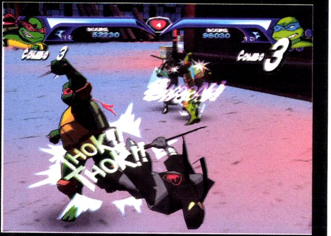
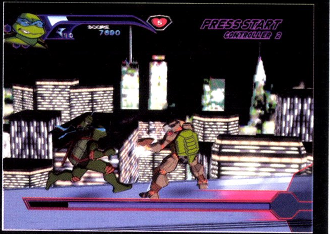
Go go Goku!

DID YOU KNOW?
King Kamehameha I ruled Hawaii from 1795-1819. His name translates to "the Lonely One." Awww....

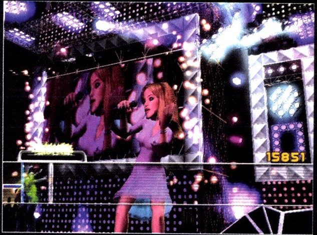




TEENAGE MUTANT NINJA TURTLES

"One! Two! Three! Four! Turtles!" doesn't have quite the same ring as "heroes in a half-shell—turtle power!" But, theme songs aside, Fox's new *Teenage Mutant Ninja Turtles* cartoon definitely has the edge over the classic series many of us loved as kids. The question is, will the game prove itself better than Konami's own brilliant arcade beat-em-ups? We're skeptical but at the same time totally stoked for the PS2 revamp.

Publisher: Konami **Developer:** Konami **Release Date:** October



KARAOKE REVOLUTION

If you've ever had the urge to get up on stage but haven't had the guts (or, perhaps, the talent), you're in luck. Not only does *Karaoke Revolution* give you the virtual experience of singing some of today's hottest hits in front of an audience, the game also teaches you *how* to sing in its Training mode. If that doesn't get you psyched about the future of games, well, lie down. You're probably dead.

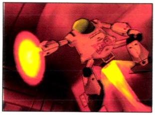
Publisher: Konami **Developer:** Konami **Release Date:** November

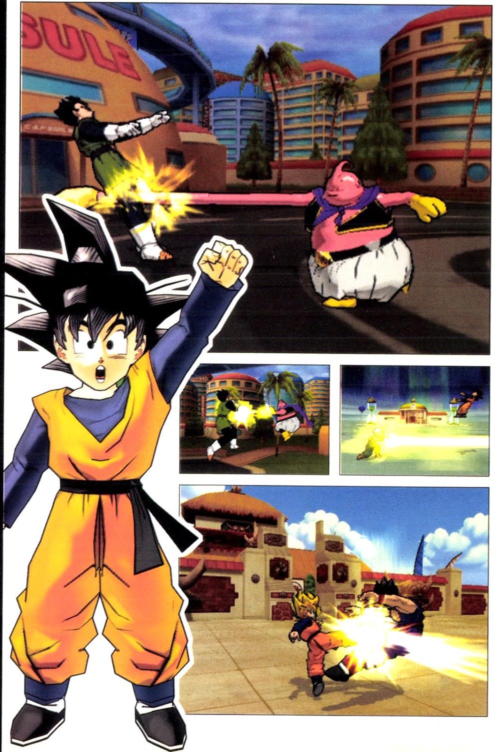
DRAGON BALL Z BUDOKAI 2

We don't get it, but hey...

OK, so we know "Budokai" means "tournament," but ask us anything else about *Dragon Ball Z* and we'll admit, we're lost. As for *Budokai 2*, though, we know we like its cel-shaded look. A lot. Then again, that makes sense, with *DBZ* being a cartoon and all. While die-hard *DBZ* fans understand things like "Buu," "One Action Kamehameha," and "Spirit Bomb," non-*DBZ* fans might get into *Budokai 2*, thanks to its wide variety of characters, moves, and modes. *DBZ*ers will feel like they're playing an episode of the anime, while other gamers will appreciate a slick-looking fighting game with 34 characters, an innovative co-op Quest mode with computer friendlies, and new abilities, like the show's signature Fusions (when two characters combine for one attack...or so we hear).

Publisher: Atari **Developer:** Dimps **Release Date:** December





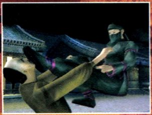
CROUCHING TIGER HIDDEN DRAGON™

WARRIORS OF LEGEND. SWORD OF DESTINY. CRUSADE OF A LIFETIME.

REDISCOVER THE LEGEND.

Three years ago, **Ang Lee's** ***Crouching Tiger, Hidden Dragon*** became an instant martial-arts classic, earning an Academy Award® for Best Foreign Film. Now, experience all the kung-fu fury from this martial-arts masterpiece as you execute over 90 wu-xia moves inspired by renowned choreographer Yuen Wo-Ping. Green Destiny beckons you. Rediscover the legend.

4 Playable Characters: Li Mu Bai, Yu Shu Lien, Jen, and "Dark Cloud" Lo.



Superhuman Martial Arts: Master the dizzying combos from the film.

Expanded Storyline: Unlock bonuses and experience multiple endings.

Enter the Green Destiny Sweepstakes at: http://crouchingtiger.ubi.com

TEEN
T
CONTENT RATED BY ESRB
Violence

Genki

Ubi Soft
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XBOX

PlayStation 2

GAME BOY ADVANCE

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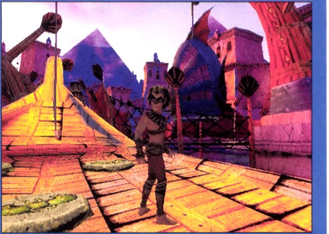
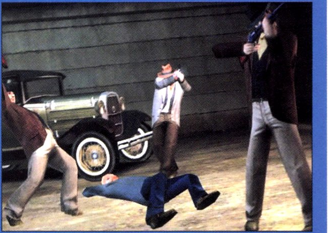
REMEMBER WHEN...?
A two-player *SpyHunter 2* was released in arcades in 1987, but it was called *Spy Hunter II*.

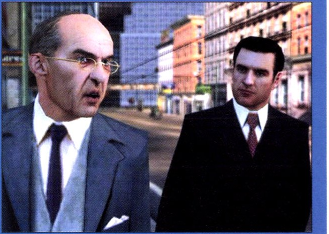


SPHINX AND THE CURSED MUMMY

It'd be all too easy to write off *Sphinx* as just another platformer with a retarded lead character, but don't. We've played it (and now, so have you—on September's demo disc!) and we're pleasantly surprised by the layered puzzles, the goofy humor, the slick action, and the overall polish. We just hope the camera gets adjusted so that it works with you, not *against* you. If so, this one might be a winner.

Publisher: THQ **Developer:** Eurocom **Release Date:** November





MAFIA

We may talk trash about *GTA* clones, but we have to admit the idea of a 1930s version is pretty neat. *Mafia* lets you rub elbows with the wise guys of Lost Heaven, an amalgam of the seediest sections of New York, Chicago, and Los Angeles. You'll battle rival mobs using 12 historic weapons, and travel around the city in 60 *really* old-school automobiles. Let's hope the driving is better than in the PC version.

Publisher: Gathering **Developer:** Illusion **Release Date:** December

SPYHUNTER 2

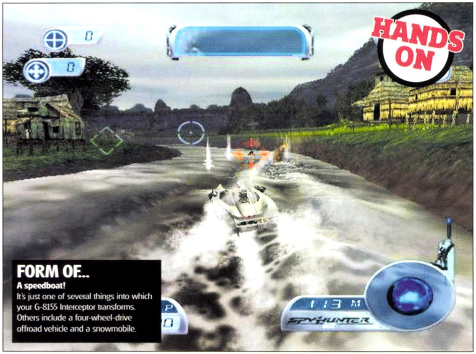
Angel sets the new paradigm

Two years ago, *SpyHunter* proved that remakes of '80s classics can capably rise above mediocrity. In fact, it was a damn good game even without any nostalgia attached. And even though developer Paradigm has moved along to Atari-only pastures, a replacement like Angel Studios (*Midnight Club*, *Smuggler's Run*) isn't so shabby. It's doing a great job, too.

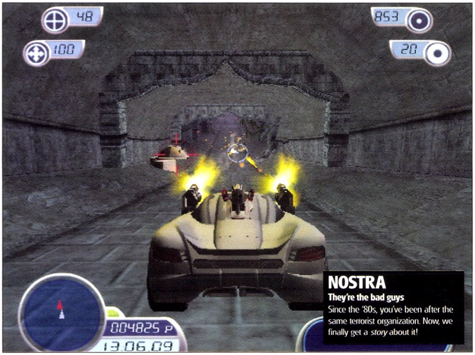
SpyHunter 2 retains the smooth, fast-paced, shoot-em-up racing that made the original so great, all while feeling distinctly different—because it is. Angel created an entirely new game engine for *SpyHunter 2* and has modified the G-8155 Interceptor to transform into even more cool vehicles throughout its Russian, Asian, American, and Swiss settings. In desperate situations, you can even discard the car's outer shell, using it as a weapon against pursuers. You'll need all the help you can get—if our preview version is any indication, this'll be one tough game.

Publisher: Midway **Developer:** Angel Studios **Release Date:** November

Secondary objective in range.



FORM OF...
A speedboat!
It's just one of several things into which your G-8155 Interceptor transforms. Others include a four-wheel-drive offroad vehicle and a snowmobile.



NOSTRA
They're the bad guys
Since the '80s, you've been after the same terrorist organization. Now, we finally get a *story* about it!

BAT MAN
As in the first *Legacy of Kain,* Kain can transform into a swarm of bats in order to travel across great distances.

OVERHEARD
"We are gods. Dark gods. And it is our duty to thin the herd."
—Kain, at the end of *Blood Omen: Legacy of Kain*

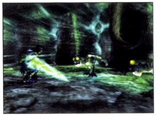
LEGACY OF KAIN DEFIANCE

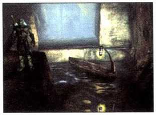
HANDS ON

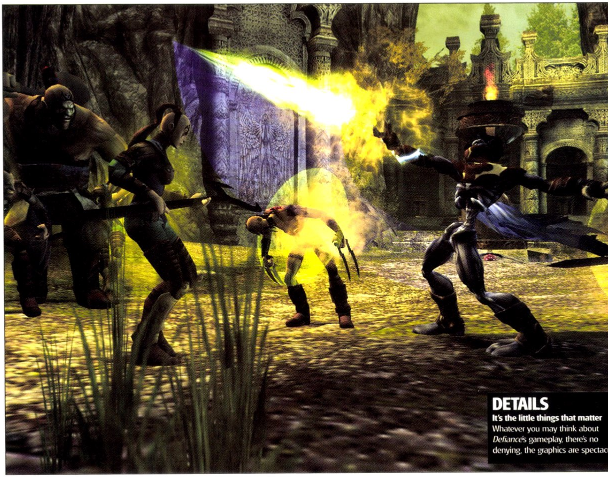
Still very much a Kain game

We've got some good news and some bad news. After being thrilled by the E3 demo of the newest *Kain*—thrilled most especially by its relative lack of the talky metaphysical exposition that characterized the previous games—we've learned that *Defiance* actually includes quite a bit of cinematic story. That's good news if you're a fan of the previous games, because you'll get more of that goth drama you crave. (Producer Amy Hennig tells us there will be "a *lot* of loose ends tied up" in this installment.) It's not such good news if you, like us, were getting a bit tired of the past games' convoluted dialogue. However, the action-oriented pacing, intuitive multienemy combat, and jaw-dropping graphics are still very much present—and that's good news for everyone.

Publisher: Eidos **Developer:** Crystal Dynamics **Release Date:** December







DETAILS

It's the little things that matter
Whatever you may think about *Defiance's* gameplay, there's no denying, the graphics are spectacular.

HOT DATE

But when we kiss, oooh...*FIRE*
If you played *Soul Reaver,* you're familiar with the idea of "charging" the Soul Reaver with elemental powers. *Defiance* offers the same abilities, but it's much easier to switch between them. (That is, you won't need to go through some ridiculously complex puzzle process just to get charged up.) The vampire hunters you see in the screens above may have looked tough, but a healthy swipe from a fire-charged Soul Reaver has given them *such* a burn—there's no SPF high enough to protect against that. Different elements, of course, have different effects on different enemies.

DEFENDING AND DEFYING DEFIANCE

JOE: I'm on an emotional roller coaster here. First I thought *Defiance* looked lame, then I played it at E3 and thought it looked great. But now that I've been able to sit down with a more complete preview version, I'm less impressed than I was before. Am I getting too old to appreciate melodrama?

SCOOTER: I don't mind melodrama, as long as it's skippable. What I'm more disappointed with is that you switch from Raziel to Kain and vice versa, but in between levels. When I heard they were in the same game, I was hoping for some tag-team action, making them an undead version of Power Man and Iron Fist.

CHRIS: And I thought *I* was a comic-book geek! Them playing together is a cool idea, but doesn't that seem a little out of character? Aren't they pretty much at odds, with different motives?

JOE: Well, in a manner of speaking, they are. Kain likes his sword a lot, but Raziel has to die at some point for Kain's sword to be created. There's a lot of time travel involved. It makes my head hurt.

JOHN: It's still too complicated. I thought the point of this one was to make it more about the gameplay and less about the chat. It's still bogged down in its melodramatic goth-band gobbledygook. I mean, really. Who the hell knows what's going on any more?

CHRIS: And will I—someone who's only vaguely familiar with the story having not played the other games—be totally lost? The *Devil May Cry*-inspired gameplay definitely interests me, but I'm hoping the plot doesn't leave me scratching my head.

GARY: Here's my idea. Since the game is going with a beat-em-up approach, why not hand the development duties over to Core, the master of the mediocre brawler? That way, Crystal D can focus all its energies on making the next *Tomb Raider* better.

JOE: But then they'd try to give Kain breasts. Oh wait, I think we've seen that game already. It's called *BloodRayne.*

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